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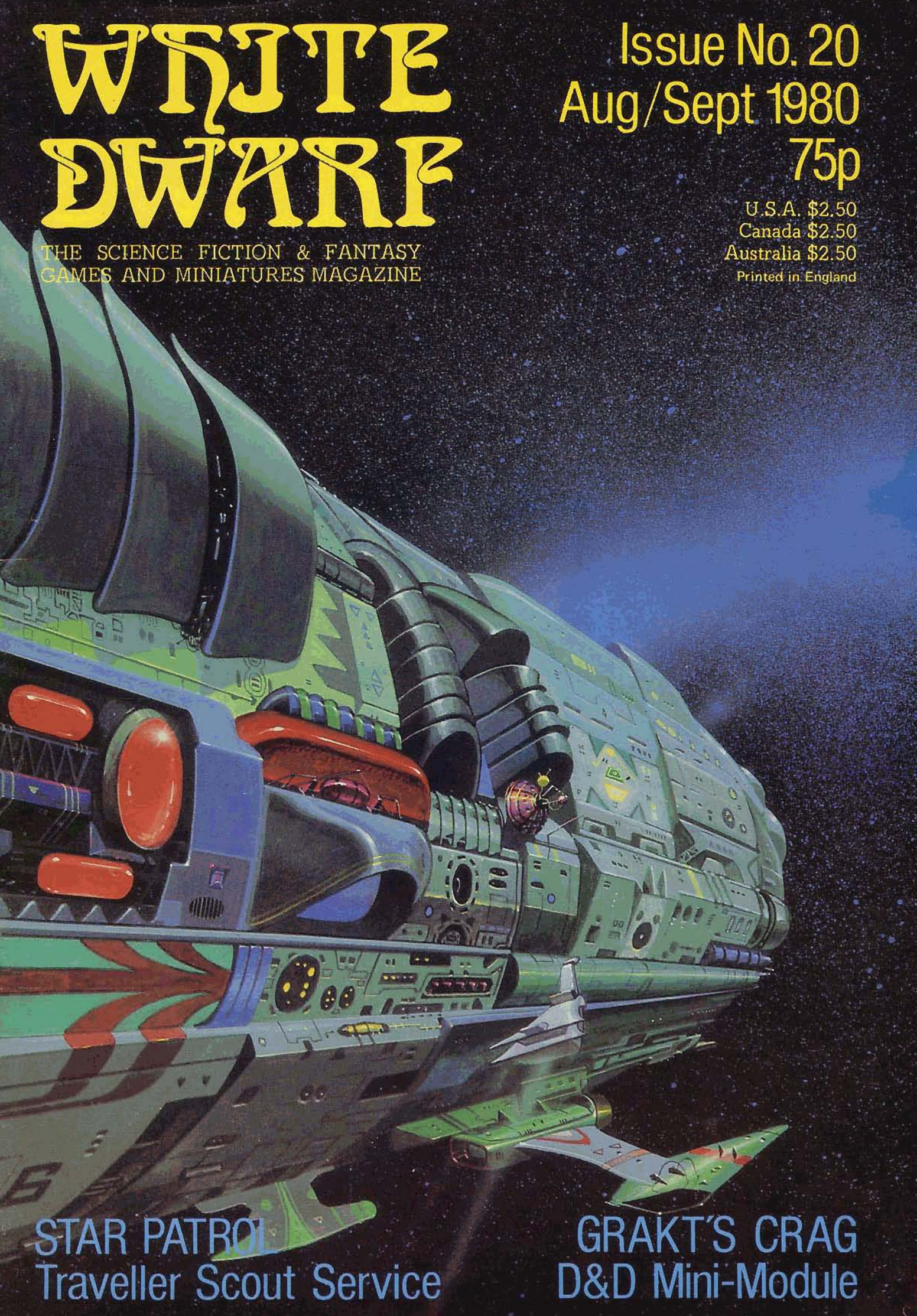

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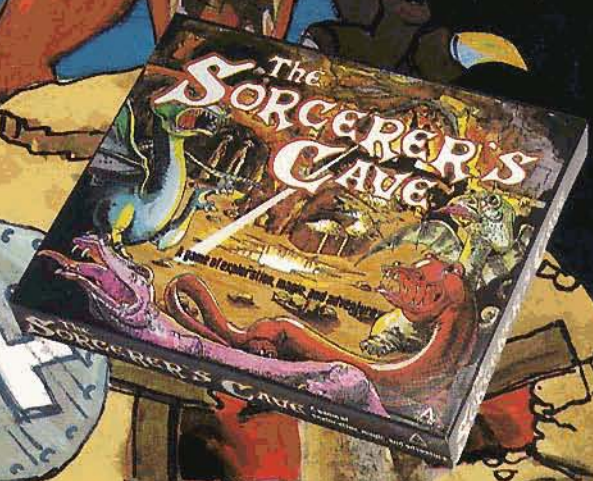

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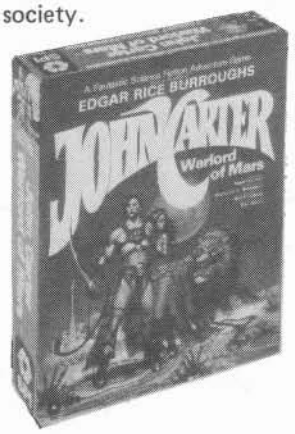

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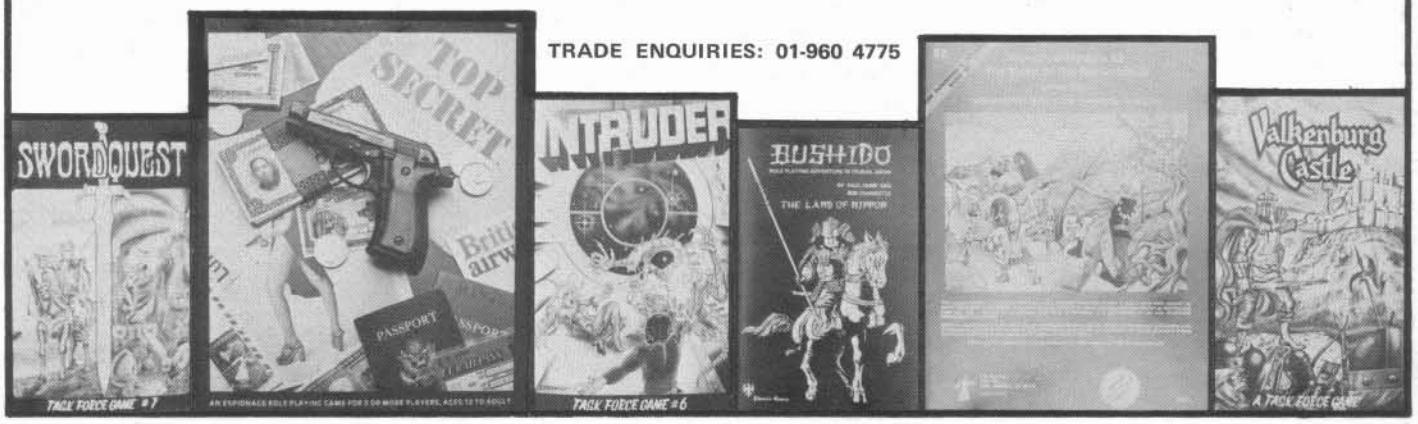

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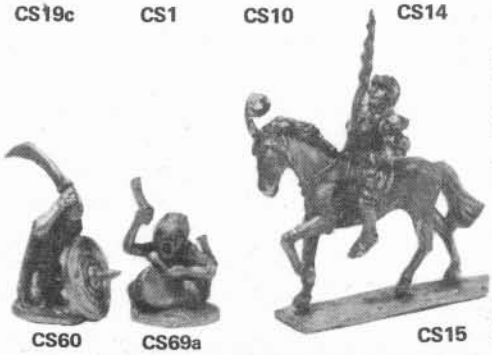

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WHITE DWARF

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The fact that role-playing games pay so much attention to alignment in the initial set-up is, I think, to be taken tongue-in-cheek. How many players actually play to their alignment? Do they stop to consider whether they are *lawful good, neutral good* or *lawful neutral* before rushing into the tavern to decimate the dwarfs quietly having lunch? Do they stop to compare alignments with wandering monsters?

Of course not all players belong to the hack and slay society, but then is it necessarily so bad to do so? Many people will shout that it is not realistic to attack everything on sight. But it could be argued that the very nature of role-playing games provokes such play as, after all it is fantasy, so why not have a little fun while you are at it? Why obey the codes of the real world? I would be interested to learn how many readers stick absolutely to their characters' alignments. So if you do happen to enjoy a bit of irrational blood and gore, but tend to write *lawful good* innocently on your character's record sheet, think ahead!

Ian Livingstone

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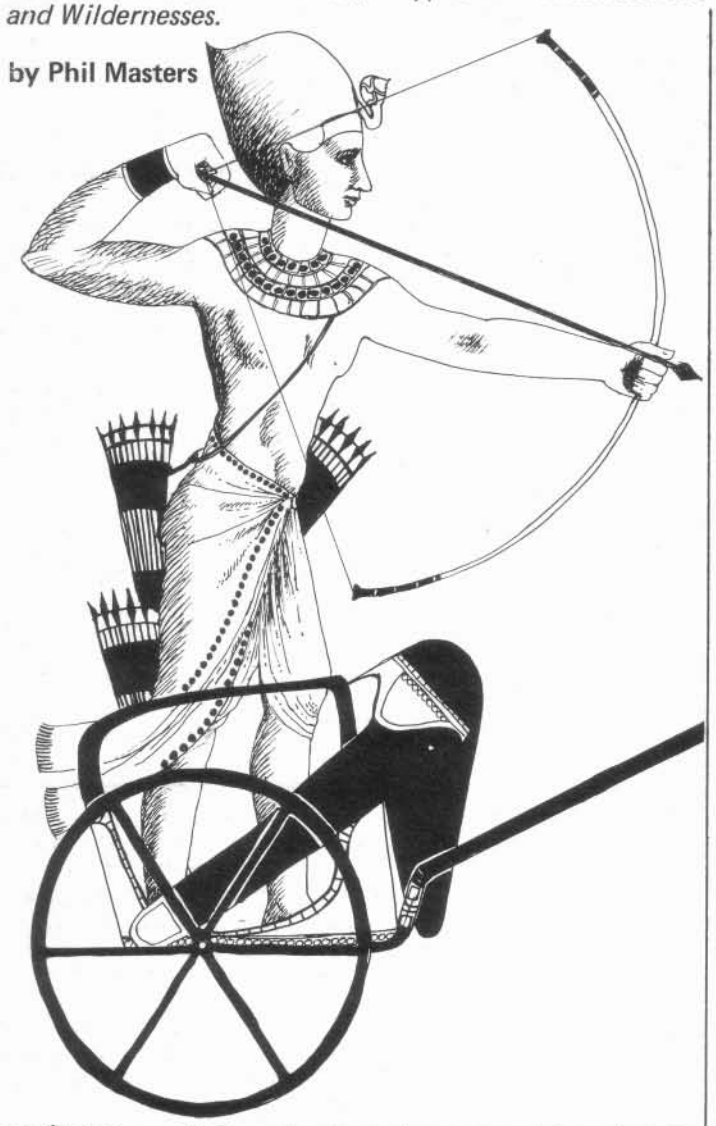


The majority of role-playing games take place in vaguely "high medieval" universes. A world of knights and bishops, feudal keeps and fifteenth-century technology is implicit in *Dungeons & Dragons,* explicit in *Chivalry & Sorcery*. To be sure, Glorantha and Tekumel have their own characteristics and the science fiction based games are another matter again, while both *D&D* and *C&S* take the Middle Ages as they saw them, rather than as they really were — hence the monsters and the magic. But only one small part of European history justifies plate armour and jousting without gunpowder or heavily centralised government. Strangely, however, some umpires import troop-types as well as monsters from other eras and areas, while others drop unfortunate characters through time-warps and dimensional nexus-points into very different settings. Some such encounters are *pure* fantasy — I know of both German stormtroopers and U.S. marines on the loose down underworlds — but it is possible to find historical warriors who can provide our plate-clad, spetum wielding heroes with a fair fight; the notes that follow describe a few possibilities.

The troops described are my attempt to give a general impression of the typical warrior of one area and time. Remember that most armies varied in quality and equipment over time, and virtually all employed auxiliaries, scouts, supports, levies and guards, who would be very different from the "typical". (About half the Roman army was made up of auxiliary skirmishers or cavalry; this article mentions only the famous legions.) To a certain extent, also, these notes show nations as they saw themselves, rather than as we see them; hence the Romans are supremely disciplined, Picts have druidic leadership, Vikings have lycanthropic berserks, and so on. This, it is felt, matches the "medieval-romantic" view of medieval troops taken in the published rules, with their saintly paladins and miracle working priests.

Troops are defined in a number of ways:

Quality:
This will be one of four ratings:

Poor: Troops will be 75% 0-level fighters; 20% 1st-level; and 5% 2nd-level.

Average: Troops will be 50% 0-level; 30% 1st-level; and 20% 2nd-level.

Good: Troops will be 40% 0-level; 30% 1st-level; 20% 2nd-level; and 10% 3rd-level.

Elite: Troops will be 20% 0-level; 25% 1st-level; 30% 2nd-level; 15% 3rd-level; and 10% 4th-level.

Armour Class
AC in all these ratings is based on the *Advanced D&D* system; it is left to umpires to make any adaptions necessary for other systems. The class given is that of a normal man in the most prevalent type of armour in the force.

Alignment (Gods)
This is a very rough guide, given that any man is free to choose in such matters. All that is attempted is a rough guess at the position of the troops' civilisation on the Law/Chaos, Good/Evil axes, with, in parentheses, the name of the god(s) or powers most likely to be worshipped by the troops. Note that, although Gary Gygax regards both Olympus and Gladsheim as Chaotic Good, many of the deities involved must be rated very Lawful and/or Evil. Note too that few civilizations regard themselves as basically Evil, or even Chaotic, although those following individualistic codes of honour or chivalry are probably best rated as Chaotic Neutral or Chaotic Good.

Organisation
This is rated on a five-point scale, 1 indicating a rabble of near-uncontrollable individuals (e.g. berserks), 5 a tightly-knit, well-disciplined elite.

Morale
Also rated on a five-point scale: 1 suggesting quivering peasants, 5, unshakable heroes. Men particularly prone or immune to being worried by displays of sorcery are noted as such.

Weapons (Adjustments)
This lists the troops' usual equipment, or their nearest equivalent in the *D&D Players' Handbook* lists. Some troops were especially good with particular gear; a few were notably bad. Such specialities have been indicated by bonuses (or penalties) "to hit" (*NOT* on damage).

And so to cases. Only pre-gunpowder armies have been considered; rules for firearms in *D&D* don't appeal to me!

EGYPTIANS

Quality:	*Average*
Armour Class:	*9*
Alignment (Gods):	*Lawful neutral (Egyptian Pantheon)*
Organisation:	*3*
Morale:	*3*
Weapons (Adj):	*Mixed; all have daggers and one other (see below)*

Middle-Kingdom Egyptians were able, disciplined troops, infantry with a spinkling of light two-man chariots from which fought the noble *Elite;* all would tend to feel contempt for non-Egyptians, and magic would hold few terrors for followers of their potent religion. Weaknesses include arrogance, over-confidence and bronze weapons — umpires may develop their own rules on these, but remember that a good bronze blade is better than a poor iron one. Little or no armour was available, but all save archers bore leather shields of various sizes. Many different types of weapon were known to the Egyptians; reckon on perhaps 40% of units carrying spear, 20% bow, 15% three javelins, 10% sling, 5% long sword, 5% maces and 5% battle axes, with archers and battle-axe men AC10.

Allow for one officer per 20 men, a third-level fighter with mace and shield.

ASSYRIANS

Quality:	*Good*
Armour Class:	*5*
Alignment (Gods):	*Lawful neutral, evil tendencies (Assyrian pantheon, notably war gods).*
Organisation:	*5*
Morale:	*4*
Weapons (Adj):	*Mixed; see below*

The Assyrians were an unashamedly aggressive, arrogant nation with one of the best armies in history. A wide range of armour and equipment was known and used, giving possible AC ratings from 4 for a few "ultra-heavies" to 10 for light skirmishing archers. 5% of units would be *Elite* guards with AC5 with shield, short sword, spear, bow and dagger; 60% would be other heavy types with spear and shield *or* bow (all have sword or mace and dagger) and the rest, light skirmishers with javelins, slings or bows. Similarly equipped but shieldless men rode horses or huge chariots.

Officers — one per fifteen men — would be fourth level fighters with mace and shield.

HEROIC-ERA GREEKS

Quality:	*Elite*
Armour Class:	*6*
Alignment (Gods):	*Chaotic good (Olympian pantheon).*
Organisation:	*2*
Morale:	*5*
Weapons (Adj):	*Spear, javelin, short sword (+1); 40% add short bow (+2)*

These are the Greek nobles of the Iliad and the Odyssey of Homer; they fought on foot or from light chariots, with support from large numbers of spear or sling-armed peasants (0-level). Armour was primitive bronze plate and bronze-faced shields, and most weapons were also bronze. There is a 15% chance that any group would have a paladin leader of level 3—12, with 15% chance of magical arms or armour.

Greek warriors of this era would be confident and prepared to fight sorcery if necessary. The Odyssey is recommended for further reading.

GREEK HOPLITES

Quality:	*Good*
Armour Class:	*5*
Alignment (Gods):	*Lawful good (Olympic Pantheon)*
Organisation:	*5*
Morale:	*4*
Weapons (Adj):	*Spear (+1), short sword*

These were the well-drilled citizen militia of the later Greek city-states; they operated with long thrusting spear in close order. Shields were large and bronze-faced, armour could be leather, canvas or bronze, and weapons (as with all troops described hereafter) were iron. Support came from light troops of variable quality and inferior cavalry.

From the time of Philip of Macedon (Alexander the Great's father) on, Macedonian tactics came to predominate. These involved re-arming with pikes and small shields, and an improvement in the quality of support troops.

The famous Spartans were generally better armoured and should be rated as *Elite* quality.

One man in four (1st level or better) would have NCO rank. For every twenty men, there would be an officer (first to fourth level) of respectable intelligence and wisdom.

PERSIAN IMMORTALS

Quality:	*Elite*
Armour Class:	*5*
Alignment (Gods):	*Lawful good (Auramazda)*
Organisation:	*4*
Morale:	*5*
Weapons (Adj):	*Spear, dagger, short comp. bow (+1)*

The Immortals (so called because unit numbers were always kept constant, casualties being replaced immediately) were the elite palace guard in the early days of the Achaemenid dynasty. They wore iron scale armour and rich robes, and carried wicker shields. Support came from cavalry, other infantry and chariots of distinctly variable quality.

Fourth level fighters would act as officers, and would be of fair intelligence. The Persian religion before Islam was highly lawful and strongly opposed to the chaotic power of magic.

HAN CHINESE

Quality:	*Average*
Armour Class:	*6*
Alignment (Gods):	*Lawful neutral (Chinese pantheon)*
Organisation:	*5*
Morale:	*3*
Weapons (Adj):	*Long sword, plus spear (50%), polearm (30%) or heavy crossbow (20%)*

China has been ruled by many dynasties with many different types of army; the Han, who ruled from the 2nd century B.C. to the 2nd century A.D., were one of the most able and military-skilled. The heavy infantry backbone of the army was well supported by lighter foot, heavy and light cavalry and chariots.

Armour was leather reinforced with iron rings, and wooden shields were employed. Polearms included halberds, glaives, guisarmes and related types. Lighter troops made effective use of bows, crossbows and other missile weapons.

For every ten men there would be a third level officer of good intelligence and wisdom.

Note that earlier Chinese dynasties had feudal armies with nobles fighting from ornate heavy chariots, followed by mostly inferior infantry, while later armies tended to use mainly heavy cavalry of varying armament and skill.

Chinese religion and philosophy is a complex subject, but is based on the idea of a highly ordered, "lawful" society.

ROMAN LEGIONARIES

Quality:	*Average (45%) or good (55%)*
Armour Class:	*4*
Alignment (Gods):	*Lawful neutral tending to good (Greek & Roman pantheons, Mithras, many others)*
Organisation:	*5*
Morale:	*4*
Weapons (Adj):	*Pilum (see below), dagger, short sword (+2)*

These were the famous legionaries who carved out and kept the Roman empire. They were highly disciplined and trained, although some units sank below par (and some others were very good indeed), and carried large wooden shields and good weapons. Armour was segmented iron, roughly equivalent to chain mail. The pilum was a heavy javelin, barbed and with a soft iron shaft which bent after use, making it useless for throwing back. It cannot be used at long range, but if it is thrown at a shielded man and misses, it has a 20% chance of lodging in his shield and making it useless (1 to 4 rounds to dislodge if the shieldbearer stops to try).

Support came from a wide variety of cavalry and light infantry (*NO* chariots — these were used for racing only!), mostly with javelin or bow. Later, more use was made of such light forces, and the legions had to make do with leather armour instead of metal. ►

Bodies of eight or more legionaries would have a 50% chance of being commanded by a centurion – an NCO of fair intelligence and high wisdom, second to fifth level, with sword and dagger only.

The Roman empire was strongly aligned to order and law, but legionaries had a high degree of freedom of religious choice; soldier-gods such as Mithras were apparently preferred.

CELTS

Quality:	*Average*
Armour Class:	*9*
Alignment (Gods):	*Neutral or chaotic neutral (Druidic or Celtic pantheon)*
Organisation:	*1*
Morale:	*4*
Weapons (Adj):	*Two javelins, long sword*

The Celts included both the Gauls and the Britons of pre-Roman conquest times. They were brave warriors, but rather lacking in tactical intelligence – in short, they just charged the enemy as soon as possible. Armour was scarce, but large wooden shields were standard. Supporting troops were light missile infantry and noble light cavalry.

Generally, the best fighters present served as leaders, but chiefs and priests may be included as for *tribesmen* in the *Monster Manual* . . . British chieftains rode light chariots. Make 50% of Celtic tribes have Druidic priests, the other 50%, more normal chaotic clerics.

(Note; fans of *Asterix the Gaul* may have their own ideas as to how to organise Celts . . . . .)

The following races can also be considered here:

Germans fought similarly to Gauls, but were still more primitive and even more ferocious; 10% may be considered berserkers (see *Monster Manual*). Weapons were javelin, spear and dagger.

Picts were very primitive, woad-painted savages. All would be (Druidic) neutral. Nobles rode chariots, a fair number of archers were employed, and the rank-and-file had spear and dagger. Arrows were flint tipped but carried a weak poison; –1 to hit, but with a 40% chance of contracting some kind of disease from hits. Picts surprise on a 1–4 in outdoor situations and all have ranger tracking abilities.

Franks were similar to Celts, but not so impulsive; all can be classed as chaotic, and instead of javelins, they used heavy spears or throwing axes, both similar in effect to the Roman pilum.

Visigoths were similar to Franks, but preferred javelins.

OSTROGOTHS

Quality:	*Average*
Armour Class:	*7*
Alignment (Gods):	*Varies (varies)*
Organisation:	*2*
Morale:	*4*
Weapons (Adj):	*Two javelins, spear, broad sword*

These were the Gothic cavalry that helped destroy the Roman Empire. Armour varied from chainmail through leather to none, wooden shields were employed, and some of the spears may have served as cavalry lances. Lesser tribesmen served as archers.

Generally, the highest-level men present lead, but exceptional types may be allotted as for *steppe nomads* in the *Monster Manual.*

Originally, the Goths worshipped the usual chaotic tribal gods, but later they were converted to a neutral good variety of Christianity; note that this is regarded as a heresy by conventional Christians.

HUNS

Quality:	*Good*
Armour Class:	*9*
Alignment (Gods):	*Chaotic evil (tribal deities)*
Organisation:	*2*
Morale:	*4*
Weapons (Adj):	*Two javelins, short comp. bow (+2), short sword (–1)*

The Huns fought China, Rome, and virtually everyone in between. They were a militaristic and savage race of light cavalry, living off their flocks and their victims. They conform to the class of *steppe nomads* in the *Monster Manual* in many ways. Apart from small leather shields, the only armour or protection was the miscellaneous loot picked up by a few nobles, who also used lances; others much preferred to skirmish.

Many later steppe races, such as the Turks and the Alans, conformed to this description.

BYZANTINES

Quality:	*Average*
Armour Class:	*3*
Alignment (Gods)	*Lawful good (Christianity)*
Organisation:	*5*
Morale:	*3*
Weapons (Adj):	*Long sword, three darts, heavy lance*

While not as ferocious as European knights, the cavalry of Constantinople were usually better drilled and more intelligent in their tactics. Horses might be barded, and mounted archers were often mixed into lancer formations.

Indeed, the better-trained if lighter-armoured early Byzantine cavalry carried bow as well as lance and darts. Infantry could be as well-armed as cavalry, with similar armour, long spears and darts. Light missile troops, both horse and foot, were also extensively employed, as were foreign mercenaries.

One man in ten (determined randomly) should be considered an officer of reasonable intelligence and wisdom.

Note that although the city now known as Istanbul was renamed Constantinople in the days of the Roman Empire, its people still called themselves Byzantines!

ARTHURIAN BRITONS

Quality:	*Good*
Armour Class:	*4*
Alignment (Gods):	*Lawful good (Christianity)*
Organisation:	*3*
Morale:	*4*
Weapons (Adj):	*Dagger, bastard sword, spear, two javelins*

Despite the Hollywood myth of plate-armoured idiots, there is good evidence that the knights of Arthur (or Arturus) were a real force, who fought for some time to hold back the Saxon invaders. They wore chain mail, carried wood-and-leather shields, and fought from horseback supported by a feudal levy of spearmen and archers.

Third level fighters act as officers. For every man in a force, there is a three percent cumulative chance of an additional officer, level three to eight, with a forty percent chance of paladin status.

CAROLINGIAN FRANKS

Quality:	*Good*
Armour Class:	*4*
Alignment (Gods)	*Lawful good (Christianity)*
Organisation:	*3*
Morale:	*4*
Weapons (Adj):	*Bastard sword, spear*

These were the knights of Charlemagne, or Charles the Great. They were raised by a feudal system, and so had a wide variety of infantry as support troops. Shields were large and wooden, armour was of several different types, and a few may have used lance rather than spear.

For every man there is a four percent cumulative chance of an officer, AC3, level two to five, with a twenty percent chance of paladin status.

VIKINGS

Quality:	*Good*
Armour Class:	*5*
Alignment (Gods):	*Chaotic neutral (Norse pantheon)*
Organisation:	*2*
Morale:	*5*
Weapons (Adj):	*Varied; see below*

The Vikings were a very varied bunch; even assuming that we are dealing with a fairly successful raiding party, armour can range from none to good quality splint mail, and weapons from dagger-and-bow to bastard sword, spear, javelins, hand-axe and pole-axe. If necessary, dice for the number of weapons borne by a man — from two to five — then select from those named above, plus long sword, broad sword, battle-axe and club; swords should be near universal, and bows and axes widespread, with the latter claiming a +1 adjustment. All fight on foot, of course.

For every five men, include an additional berserk, level 0 to 2, as per the *Monster Manual*, but each such has an (independent) 5% chance of being a lycanthrope; either werewolf or wereboar (equally likely). Parties of twelve or more Vikings will have a leader-type, level four to nine, and a five percent chance of a cleric; 35% of these will be druids, 65% chaotic neutral. In either case, level is one to eight.

MONGOLS

Quality:	*Good*
Armour Class:	*5*
Alignment (Gods):	*Neutral, varying tendencies (Mongol pantheon)*
Organisation:	*4*
Morale:	*4*
Weapons (Adj):	*Long sword, mace, axe (hand), heavy lance, short comp. bow (+2), long comp. bow (+1)*

The Mongols were one of the most powerful armies in history; each man was a skilled and well-equipped horseman, either heavy cavalry lancer or lighter types with javelin. Support came from similar but less well organised or equipped steppe cavalry, or later from various kinds of infantry. Armour varied from splint with horse barding to leather. The lasso was sometimes used in melee.

Mongol religion involved the worship of a number of nature-gods, and a healthy respect for, but not terror of, magic.

Each Mongol has a four percent chance of being a chaotic good ranger. Third level men act as officers.

SAMURAI

Quality:	*Elite*
Armour Class:	*4*
Alignment (Gods):	*Chaotic neutral (Japanese pantheon)*
Organisation:	*1*
Morale:	*5*
Weapons (Adj):	*Short sword, bastard sword (+2), long bow (+1)*

The Japanese Samurai knights were brilliant individual warriors, but their obsession with individual codes of honour and bravery could prevent effective use of any complex group tactics. However, Samurai would *never* show fear or surrender.

Japanese armour was intricate and highly useful, being flexible but strong and comprehensive. Shields were not employed, as the preferred weapons were used two-handed. Note that the short sword was generally more ceremonial than anything, although quite usable, and that a few spears and pole-arms were also known. Support troops were mainly infantry, ranging from peasant spearmen to well-equipped professionals.

Two percent of a Samurai force might be unusual types; one percent paladins, one percent ranger. In addition, any group has a ten percent chance of a leader of fourth to thirteenth level.

We may also note here the *Ninja*, the historical group coming closest to the *D&D* "assassin" character class. If the rather superfluous *Ninja* character class is not being employed, treat these specialist killers as assassin guilds, but with guild headquarters more often hidden in a wilderness area than inside cities. Weapons are as per Samurai, with the addition of miniature darts and bows capable of easy concealment about the person. As the *Ninja* carefully studied any and every method of concealment and murder, 1–6 members of a community will rate as monks of levels one to eight, and there is a forty percent chance of one to three illusionists; the first as a fourth to seventh level master, the others as apprentices of level one to four.

AZTECS

Quality:	*Good*
Armour Class:	*7*
Alignment (Gods):	*Lawful neutral (Aztec pantheon)*
Organisation:	*5*
Morale:	*4*
Weapons (Adj):	*Spear, "sword-club" (see below)*

The Aztecs were perhaps the most sophisticated stone-age culture in history; they created a remarkably complex society, empire and army, yet without horses, oxen or camels, and with weapons and tools edged only with obsidian (which actually does a great deal of damage to flesh, although −1 against heavily metal-armoured opponents).

Armour was made of padded or quilted vegetable fibres, and shields were of hide; all equipment was highly decorated and patterned. Offensively, heavy spears and javelins were employed, the latter being given an increased range (say 50% extra) by means of a "throwing stick" akin to that employed by Australian aborigines. The "sword-club" was a flat, heavy wooden weapon, edged with obsidian, which can be equated in effect to a battle-axe. Light support infantry would have short bow or sling and club.

For every twenty men, there will be an additional officer of level five to eight, with a twenty-five percent chance of being a cleric; religion played a key role in Aztec society, and one of the functions of warfare was to obtain victims for human sacrifice, which was deemed necessary to feed the gods for their struggle against darkness and chaos. War-gods, Sun-gods and Earth-gods were amongst the most important.

Aztec youths were brought up in Spartan conditions and well trained for warfare. Their belief in a warriors' heaven, combined with the money and position awarded to great warriors, ensured bravery and determination, but Aztecs, being used to victory, were easily disheartened by defeat or unfavourable omens.

Scout Service in Traveller by Andy Slack

"How do you tell a youngster raised on the 3V serials that you're still alive only because you ran away with less provocation than the other five guys – and you're rich because you've got their shares as well?"

Shel Meldol, ITSS (Retd.)

BACKGROUND

The Scout Service of the Imperium has many tasks; probably the most widely known is its survey function. *Traveller Book 1* provides a character generation system for general adventurer characters; this article presents an expanded procedure for more experienced Scouts of the Survey Arm.

The Scout Service Survey Arm performs astronomical and planetological surveys of unexplored subsectors. If Lost Colonies or alien life-forms are discovered in the course of these surveys, the Service makes recommendations as to the advisability of contact, exploitation, and trade. Suitable planets are recommended for colonisation, in which case the Service provides liaison personnel to advise and protect new colonists. Due to their intimate knowledge of certain systems and superior sensor equipment, Scout personnel are often seconded to the Navy as pathfinders, guides, or interpreters; particularly if aliens or ecology-disrupting modes of assault are to be involved.

Retired Scouts are much in demand by the smaller governments and larger corporations of the Galaxy for their own exploration/exploitation projects. Such projects tend to be less fastidious than the Imperium about possible effects on local ecologies and populations.

NOTE ON SKILLS

To conserve space, definitions of the skills acquired have not been included; therefore, persons using this article will need:

1) *Traveller, Book 1*
2) *Mercenary, Traveller Book 4*
3) *High Guard, Traveller Book 5*
4) *Citizens of the Imperium, Supplement 4*

If *Mercenary* and *High Guard* are not used in your campaign, this article will probably give Scout characters too great an advantage over other classes.

Weapon Combat

This skill may be taken as *Blade Combat, Gun Combat,* or *Brawling* at the player's discretion.

ENLISTMENT

A throw of 7+ on 2d6 is required to enlist in the Scout Service. A DM of +1 is allowed for Intelligence 6+, and a DM of +2 is allowed for Strength 8+. These DMs are cumulative.

ACQUIRING SKILLS AND EXPERTISE

Upon enlistment, a character embarks on a term of service lasting four years. This is divided into four one-year assignments. Characters determine their assignment each year, then resolve all actions pertaining to it. Upon completing the fourth assignment, the character has concluded one four year term, and may attempt to re-enlist (a throw of 3+ on 2d6 is required) or elect to muster out.

Specialities

When first enlisting, a character determines in what capacity he will serve the Scouts by rolling 1d6 and consulting the *Speciality Selection* table below. DMs: +2 if Intelligence 10+, –2 if Intelligence 5–. A further DM of +2 is allowed at the character's option if his Education is 11+.

The six Specialities of the Survey Arm are *Security, Support, Flight, Geology, Ecology,* and *Contact.*

SPECIALITY SELECTION

0	Security
1	Security
2	Support
3	Support
4	Flight
5	Geology
6	Ecology
7	Contact

Security Specialists are charged with protecting the personnel of the other five groups from hostile life-forms and other hazards; *Support Specialists* ensure the continued functioning of the many and varied items of high-technology equipment used by the Service; *Flight Specialists* have the responsibility of delivering the other groups to their destination intact. The first three groups are therefore concerned with enabling the personnel of *Geology, Ecology* and *Contact* to perform their tasks free from distraction; these tasks are respectively mineral resources surveys, surveys of current and potential flora and fauna, and liaison with local cultures.

Flight Specialists are also concerned with Remote Sensing of systems and the construction of astrogation charts.

Once a Speciality has been selected, a character may only change it by cross-training in the Speciality he wishes to transfer to, then re-enlisting in that speciality at the beginning of a new four year term.

Basic and Advanced Training

This occupies the first assignment of the first term. The character rolls for two skills on his Speciality Skills Table.

ASSIGNMENTS

Each assignment is resolved separately. This is a three-stage process: first, the character determines if he has been placed in command of a Scout team. Roll 2d6; if the result is less than or equal to the character's current Grade, he has been placed in a command position. Second, the character rolls 2d6 on the *Specific Assignments* table to determine his assignment for that year; and lastly, the assignment is resolved. Four rolls (each on 2d6) on the appropriate *Assignment Resolution* table are required:

1. *Survival:* To survive an assignment, the character must roll the indicated number or higher on 2d6. Since duty in the Scouts is particularly hazardous, if exactly the number stated is thrown, the character has received some crippling injury in the line of duty. One of his physical characteristics is reduced by one point (roll 1d6: 1,2 = Strength, 3,4 = Dexterity, 5,6 = Endurance) and his next assignment is automatically to a Base Hospital, where he spends the year recovering. However, since the Service does not believe in wasting manpower, roll 4+ on 1d6 to receive a level of expertise in each of the following skills: *Admin, Computer, Instruction.*

Optionally, characters failing to make their survival roll are allowed a saving throw against death. If a character rolls his Endurance or less on 2d6, he is considered not to have been killed, but instead to be so severely maimed that he is granted an honourable discharge on medical grounds. He musters out immediately, without completing any remaining assignments of that term; he does not dice for Bonuses, Promotion, or Skills for that assignment, and Strength, Dexterity, Endurance, and Intelligence are reduced by one point each.

2. *Bonuses:* Characters may receive Bonuses for ingenuity. If the indicated number or higher is rolled, a *Science Bonus* is awarded. The character is allowed a DM of +1 on the next roll for promotion. If the number rolled is at least three higher than the indicated number, a *Prize for Outstanding Contribution to Science* is received. This allows a DM of +2 on the next promotion roll. If the number rolled is at least six higher than the number stated, a *First Contact Bonus* is received. The winner of a *First Contact Bonus* immediately receives +1 Social Standing, is allowed a DM of +3 on the next promotion roll, and may choose his next assignment.

A character who has consistently been awarded at least one Bonus per term of Service receives a DM of +1 when rolling for benefits upon mustering out.

3. *Promotion:* There are no actual ranks in the Scout Service; a fluid structure assigns individuals on a basis of ability. However, an individual's Pay Grade increases with experience and reponsibility. The Pay Grades used in this article are exactly parallel to the Enlisted ranks in *Mercenary* and *High Guard;*

they range from G1 to G9. Promotion may be gained as often as once per assignment; and by long-standing tradition, any Scout (except *Security Specialists*) returning from a *Survey* mission is automatically promoted one Grade.

A roll on 2d6 at least equal to the stated number indicates that the character has been promoted one Grade; on a roll of exactly 2 or 3, however, the insubordination for which Scouts are rightly famous has caused the character to be reduced one Grade as a disciplinary action. A Scout reduced in Grade to G0 musters out immediately, and loses one point of social standing.

4. *Skills:* A character may receive skills if he rolls the indicated number or higher. Which *Skill* table is to be consulted depends on the current assignment and the character's Speciality.

Any character may opt to roll on the *Scout Life* table or his *Speciality Skills* table regardless of current assignment. If the character was placed in a command position, he may roll on the *Command Skills* table. If the assignment on which the skill was gained was *Battle, Pathfinder,* or *Colony Protection* the *Combat Skills* table may be used; if the assignment was *Covert Survey, Colony Assessment, Colony Protection* or *Training* the *Hole Life* table may be used; the *Ship Life* table, if the assignment was *Battle, Pathfinder, Recon* or *Survey.*

DEFINITION OF ASSIGNMENT TYPES

Battle
The character has become involved in a naval or ground battle as a "military adviser".

Covert Survey
The character has infiltrated a society which is as yet uncontacted in order to assess its likely interaction with the Imperium. He may recommend Interdiction.

Pathfinder
The character, because of his intimate knowledge of local space, has been selected to spearhead a planetary assault, guiding in the first wave of troops dropped.

Recon
The character has been ordered to make a deep penetration data-gathering sweep through hostile or potentially hostile space.

Colony Assessment
Following reports by a Survey team, the character has been picked to assess the suitability of a potentially useful planet for colonisation or exploitation.

Colony Protection
The character has been detailed to protect and instruct the personnel of a new colony.

Training
The character has been recalled to Base for advanced training in his Speciality.

Survey
The character has been assigned to a mission which will map a new subsector, and search it for useful planets.

Special Duty
Roll 1d6 to determine the type of Special Duty:

1: *Recruiting:* The character has been assigned to Recruiting Duty, and Receives one level of *Recruiting* expertise. In addition, on a roll of 4+ on 1d6, a level of *Admin* expertise is gained.

2: *Cross-Training:* The character rolls once on the *Skills* table of any Speciality except his own. He notes the fact of cross-training in that Speciality, and may opt to re-enlist in it at the beginning of his next four year term.

3: *Covert Survey School:* Ostensibly a school training Scouts for *Covert Survey* assignments, it is rumoured that this school has other uses for its graduates; this is, however, officially denied. Up to eight skills may be received; roll 5+ on 1d6 for each of the following skills: *Forgery, Bribery, Interrogation, Streetwise, Admin, Weapon Cbt, Recon, Combat Engineering.*

Note that a Scout learning *Weapon Cbt* in this school may elect to take one level of expertise in *Bow Cbt.* This is the only way in which a Scout may acquire *Bow Cbt.* (Defined in *Citizens of the Imperium).*

4: *Colony School:* This school teaches skills useful on *Colony Protection* or *Colony Assessment* assignments. Roll 4+ on 1d6 for each of the following skills: *Survival, Instruction, Hunting, Prospecting.*

5: *Synergy School:* The character has been selected to receive instruction in a generalised, systems approach to heuristic problem-solving. One level of *Jack-of-Trades* expertise is received automatically.

6: *Contact School:* The character has been selected for training in the art of contacting other cultures. Roll 4+ on 1d6 for each of the following: *Liaison, Carousing, Streetwise.*

Multiple School Assignments
If a character is assigned to a school and already has a skill level of 3+ in one of the skills offered there, the assignment is instead to the school as an instructor; instead of dicing for the stated skills, the character receives one level of *Instruction* expertise automatically. Characters may be assigned to a school any number of times.

RE-ENLISTMENT AND MUSTERING OUT

After completing four one-year assignments, a character has concluded a four year term, and may elect to muster out or attempt to re-enlist. Re-enlistment is allowed on a throw of 3+ on 2d6. If the dice roll a natural 12, the character must re-enlist.

Mustering out, aging and retirement are conducted in accordance with *Traveller, Book 1.* A character choosing this generation system is not eligible for term skills as detailed in *Traveller, Book 1.*

SERVICE ADVENTURES

An alternative to the standard *Traveller* adventure format is to start a character from scratch, and "live out" his terms of Service as adventures; in this case, just dice up an assignments each game year and play through the important parts.

SPECIFIC ASSIGNMENTS

Die Roll	Assignment	Die Roll	Assignment
2	Battle	8	Training
3	Covert Survey	9	Survey
4	Pathfinder	10	Survey
5	Recon	11	Survey
6	Colony Assessment	12	Special Duty
7	Colony Protection		

Abbreviations

Wpn Cbt = *Weapon Combat;* may be taken as *Gun Cbt, Blade Cbt* or *Brawling.*
Zero-G = *Zero-G Cbt. (Mercenary, Traveller Book 4).*
Hvy Wpn = *Heavy Weapons (Mercenary, Traveller Book 4)*
Veh = *Vehicle;* may be taken as any vehicle-skill except *Pilot* or *Ship's Boat (High Guard, Traveller Book 5)*
B.Dress = *Battle Dress (Mercenary, Traveller Book 4)*
Comp = *Computer*
J-O-T = *Jack-of-Trades*
Mech = *Mechanical*
Elec = *Electronics*
Grav = *Gravitics (High Guard, Traveller Book 5)*
Prosp = *Prospecting (Citizens of the Imperium, Supplement 4)*
Vacc = *Vacc Suit*
Sh Bt = *Ship's Boat*
Nav = *Navigation*
Engnrng = *Engineering*
Cmb Eng = *Combat Engineering (Mercenary, Traveller Book 4)*
Hunting is defined in *Citizens of the Imperium; Commo, Demo, Recon, Recruiting* and *Interrogation* in *Mercenary; Liaison, Carousing, Ship Tactics* and *Fleet Tactics* in *High Guard.* All other skills are as defined in *Book 1.*

ASSIGNMENT RESOLUTION

Security:

	Battle	Covert Survey	Path-finder	Recon	Col Ass	Col Prot	Training	Survey
Survival	7+	5+	8+	5+	5+	6+	3+	3+
Bonus	12+	10+	11+	11+	10+	11+	None	9+
Promotion	6+	8+	5+	8+	8+	7+	8+	9+
Skill	6+	7+	5+	7+	7+	7+	6+	9+

DMs: Survival – +1 if Endurance 9+; +1 if any weapon skill level 2+.

Support, Flight:

	Battle	Covert Survey	Path-finder	Recon	Col Ass	Col Prot	Training	Survey
Survival	6+	4+	7+	4+	4+	5+	3+	3+
Bonus	12+	12+	11+	11+	9+	11+	12+	8+
Promotion	6+	8+	5+	8+	8+	7+	8+	Auto
Skill	6+	7+	5+	7+	7+	7+	5+	7+

DMs: Survival – +1 if Endurance 9+; +1 if any Specialist skill level 2+

Geo, Eco, Contact:

	Battle	Covert Survey	Path-finder	Recon	Col Ass	Col Prot	Training	Survey
Survival	5+	3+	6+	3+	4+	4+	Auto	3+
Bonus	12+	9+	12+	12+	8+	10+	12+	8+
Promotion	10+	9+	10+	9+	Auto	9+	9+	Auto
Skill	9+	6+	9+	9+	5+	6+	5+	6+

DMs: Survival – +1 if Endurance 9+; +1 if Survival –2 or better. Bonus – +1 if Intelligence 10+; +1 if Education 12+.

SPECIALITY SKILLS

	Security	Support	Flight	Geology	Ecology	Contact
1	Wpn Cbt	Admin	Vacc	Prosp	Hunting	Admin
2	Wpn Cbt	Admin	Vacc	Prosp	Hunting	Admin
3	Zero-G	Mech	Admin	Veh	Survival	Street
4	Survival	Elec	Commo	Engnrng	Veh	Veh
5	Hvy Wpn	Comp	Sh Bt	Prosp	Comp	Comp
6	Veh	Grav	Engnrng	Mech	Medic	Liaison
7	B.Dress	Medic	Nav	Elec	Hunting	Liaison
8	Tactics	J-O-T	Pilot	Comp	J-O-T	J-O-T

DMs: +1 if Intelligence 9+; +2 if Grade G4+

OTHER SKILLS

	Scout Life	Ship Life	Hole Life	Combat Skills	Command Skills
1	Wpn Cbt	Vacc	Wpn Cbt	Fwd Obsv	Veh
2	+1 Str	Gambling	Wpn Cbt	Wpn Cbt	+1 End
3	Carousing	Mech	Wpn Cbt	Demo	Wpn Cbt
4	Gambling	Sh Bt	Survival	Recon	Survival
5	Survival	Elec	Veh	Cmb Eng	Admin
6	+1 Dex	Zero-G	Hunting	Medic	Liaison
7	+1 End	Commo	Prosp	Veh	Carousing
8	+1 Intel	Engnrng	Gambling	Wpn Cbt	Ship Tactics
9	+1 Educ	Nav	Carousing	Pilot	Fleet Tactics
10	J-O-T	Pilot	Leader	J-O-T	Leader

DMs: +4 if Grade G6+

ERRATA: In last issue's CRIMINALS article, DM's were omitted from Table 2: skills. On all tables, except the Ex-Criminal table, players roll 1d6 with DM of +0 to +6 at player's choice; on the Ex-Criminal table, players roll 1d6 with a DM of +0 to +4 at player's choice and +2 if Education 8+. DM's on the Criminal Activity Table for Con-Men are as for Assassins.

This issue our new regular feature expands upon an existing non-player character class . . .

The Alchemist

by Tony Chamberlain

The alchemist is probably the most powerful and interesting of the non-player hireling characters used in *Advanced Dungeons & Dragons*, since he has the innate ability of producing magical items under the guidance of a magic user. His services may often be called upon by player characters, especially magic users, to identify or construct magical items, and a clear understanding of his powers are essential. The *Dungeon Master's Guide* gives brief details of the alchemist, which are expanded below.

ALCHEMY

Alchemy is based on the belief that the universe is a unity and is founded on the existence of First Matter. Alchemists believe that the characteristics of an object can be stripped away to reduce it to First Matter, to which other characteristics can be added. The four elements of fire, air, water and earth are the initial development of First Matter and the difference between materials is caused by the differing proportions in which the four elements are combined in them. This theory is the heart of alchemy since it allows the possibility of transmutation by heating, cooling, vaporising or other treatments. No clear distinction is drawn between animate or inanimate, and research continues on parallel chemical and mystical lines; the supreme goal being to make the Philosopher's Stone, which has the power of turning all things to gold. Alchemical operations are slow and taxing and might be repeated hundreds of times. In the course of this long toil, it is expected that the chemical development of the material will be accompanied by a corresponding spiritual development in the Alchemist.

CHARACTER ABILITY, RACE AND LEVEL

The NPC alchemist is thus a powerful figure, since he combines certain of the skills of a cleric and magic user with his main interest of chemistry. All things pertaining to the four elements are his speciality and like the druid, the alchemist's alignment must be absolute neutrality. He strongly resembles the magic user in terms of intelligence and dexterity, but is limited to six special levels of ability. Martial arts are totally foreign to alchemy and restrictions on hit dice, armour and weapons as for MU's will apply. The level and race of an available alchemist is determined by rolling percentage dice:

Die Roll	Level	Race	Die Roll
01 – 09	1	human	01 – 70
10 – 30	2	½ elf	71 – 85
31 – 60	3	½ orc	86 – 00
61 – 80	4		
81 – 95	5		
96 – 00	6		

Other characteristics may be taken from the DMG.

Note: Alchemists of ability level greater than 2 will only be found in large towns or cities.

Alchemists may perform simple services, such as the *detect* dweomers, for a stated fee, if not otherwise engaged. More likely, they will enter into a contract with a magic user or cleric for a number of years, at a rate of 300gp per month, minimum.

SPELL CASTING

Alchemists have a limited spell casting ability, as shown below. Spell details are as detailed in the *Players Handbook*.

Alchemist's level:

1: *protect from evil, detect magic, detect invisible, detect illusion, pyrotechnics, detect good/evil*
2: *know alignment, slow poison, stinking cloud*
3: *fools gold, conjure elemental*
4: *enchant a weapon, legend lore*
5: *transmute rock to mud, true seeing*
6: *enchant an item, stone to flesh*

Spells may be cast only if the alchemist is of an equal or higher level than the level of spell, according to the above table. One spell only may be cast per day, except those involving the four

elements *(pyrotechnics, conjure elemental)* which may be cast at will (but not concurrently).

Alchemists will certainly be sought out to cast information type spells. These must be charged for at the rates shown below. *Note*, Alchemists cannot cast spells unless within their laboratory.

Spell	Value in gp
Detect good/evil	50
Detect illusion	150
Detect invisible	250
Detect magic	150
Enchant an item	1,000 per day
Enchant a weapon	1,000
Fools gold	200
Identify	100
Know alignment	250
Legend lore	150 per day
Protect from evil	200
Slow poison	200
Stone to flesh	2,000
Transmute rock to mud	1,500
True seeing	1,600

FABRICATION OF MAGICAL ITEMS

A well equipped laboratory is essential for the production of magical items, including potions. Not only must suitable raw materials be available but also the apparatus for compounding them. A list of the more essential apparatus is given below and the maximum number of any given item, which may be present at one time, is given. Also shown is the percentage time-reduction-factor for each piece of equipment, since the help of an alchemist in fabricating a magical item can result in the time taken being reduced by up to 50%. Depending on the funds available to the character hiring the alchemist, a suitable selection of items may be made and the time-reduction-factors totalled. Totals above 50% count as 50%. This factor is then applied to the particular work in hand to give the completion date. Equipment becomes the property of the Alchemist upon completion of the hire period. Magical items which may be fabricated include Golems.

Whilst the alchemist may cast, and therefore, charge fees for certain spells in the course of fabricating a magical item, a magic user (or cleric) of sufficiently high level of ability, must supervise operations if the operation is to succeed. The magic user may be absent for short periods (1 – 4 days) without jeopardising the work.

Laboratory equipment	Cost (gp)	% Adjust	Max. No.
Furnace, calcination, brick	200	12	1
Furnace, athanor, brick	150	10	1
Furnace, solutory, brick	30	5	1
Furnace, descensory, brick	150	10	1
Pelican still, glass	20	5	2
Curcubit, glass	10	2	10
Solen, glass	5	1	10
Alembic, glass	30	1	10
Aludel, clay	10	2	3
Thurible, brass	50	2	5
Cupel, iron	5	1	10
Crucible, iron	4	1	10
Bellows, leather	4	2	3
Bot-bar-bot, clay	15	2	2
Sublimatory, glass	40	5	1
Mortar & Pestle, clay	1	1	2
Vase of Hermes, glass	40	4	2
Flasks, glass	2	½	20
Beakers, glass	2	½	20

LABORATORY EXPLOSIONS

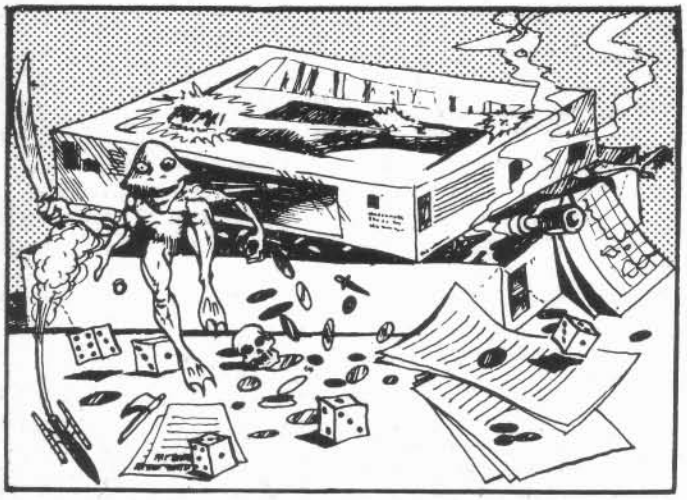
Alchemy is a hazardous profession and explosions are common. Every month, alchemists must save versus spell or suffer an explosion (treat as MU on "save" tables). Explosion magnitude is obtained with % dice:

Explosion Magnitude	Die Roll	Save Throw Adjust
1 negligible	01 – 40	+10
2 small	41 – 60	+2
3 medium	61 – 80	0
4 large	81 – 99	–4
5 catastrophic	00	–10

Each item in the laboratory, including finished items, must be saved for (treat as *fireball*) and spells in progress when the explosion occurs will be spoiled.

Persons present in the laboratory must save versus "breath weapon" or suffer damage from the explosion. Persons failing to save suffer 1d4 damage per level of explosion magnitude, i.e. in a "large" laboratory explosion, damage taken would be 4d4 per person.

OPEN BOX



OPEN BOX examines Science Fiction and Fantasy games and rulebooks currently in the shops. The reviews have been written by either independent authorities or members of the White Dwarf Test Panel.

The OVERALL figure rates the game on a 1–10 scale taking all factors into consideration.

Please note that reviews carried out by people not on the Test Panel do not receive a rating.

DARK NEBULA

Games Designers' Workshop - £4.50

Imperium Strikes Back! *Dark Nebula,* utilising the classic *Imperium* game system, portrays two cultures in conflict somewhere 'out there', in the proximity of a region of unexplored space known as the Dark Nebula. As is to be expected from *GDW*, quality of production is excellent. In addition to the 22 page rulebook and 1d6 the components include 120 die-cut counters and 8 'astromorphic' mapsheets, the whole housed in the new small bookcase box.

The rules are the tried and tested *Imperium* rules with a few additions and alterations to suit the new context. They are concisely written and presented in logical order with no ambiguities. There is a lot of repetition, but this eliminates the 'see case iii, para. 2b' syndrome, which infects many game rules, and allows complete comprehension of *Dark Nebula's* mechanics in fewer sittings.

The half-inch counters represent a multitude of ship types from scout to battleship. Each type is represented by a different ship silhouette and each side's silhouettes are different! To me this is a large step forward in the search for 'realism'.

The theatre of operations changes with each game, the eight geomorphic maps giving rise to a multitude of arenas of battle. Between three and eight of these maps are used each game, the players placing these alternately in an attempt to obtain an initial advantage over the opponent via the configuration of mapsheets. Improving on the original idea in *Mayday,* the maps are constructed such that they may be butted together to provide a contiguous grey on black hexgrid. Each of eight maps contains a handful of star systems interconnected by the familiar (to *Imperium* players) green lines representing hyperspace lanes, control of which is the crux of the game.

The two players assume the roles of emperors of either the Aslanic Hierate or the Solomani Confederation, building ships and troops, negotiating with neutral forces and attempting to hire allies – and of course doing their utmost to annihilate the opponent. Unlike *Imperium*, there is no glory table and thus no chance of peace. Of the other differences between the games, the most pronounced is the opportunity to explore the Dark Nebula map. Each player may build an expeditionary ship to open the hyperspace routes to the worlds in the Dark Nebula. Exploration of these worlds may result in advances in weaponry, manoevrability, or an enhanced budget. If the Dark Nebula is the only link between the opponents, control of the Nebula worlds becomes a vital element in attaining victory.

Dark Nebula is full of colour, reflected both in the sense of visual appreciation and of variety in play. The game is well-balanced, fast and furious, and deserves to be placed alongside its fore-runner as a classic.

Overall: 9 **Colin Reynolds**

THE AWFUL GREEN THINGS FROM OUTER SPACE

TSR Hobbies - £5.50

The Awful Green Things was originally presented in *The Dragon No. 28*. The game proved to be very popular, hence this boxed version. It is a two player game requiring a minimum of time to learn, set-up, and play (usual playing time is 30-45 minutes). One player is the Awful Green Things; by growing and multiplying he must try to take over the ship. The other player controls the 22 crew-members; he must try to stop the Awful Green Things by using both weapons and hand-to-hand combat.

Each crew and AGT counter is printed with three numbers. These numbers represent movement factor, constitution, and hit dice. In combat, the hit dice of the attacker represents the number of dice rolled to try and equal or better the constitution score of the defender. If the attacker succeeds in rolling equal to or greater than the defender's constitution, the defender is dead. If the attacker fails to roll the necessary number then he is unsuccessful in killing the defender.

To begin the game, the crew members are placed in certain areas on the ship Znutar (most of them have a choice of at least two). The initial population and placement of the Awful Green Things are decided by two die rolls. Two crew members must then be moved to 'discover' the Aliens. The battle begins! The crew are much more agile than the AGT and have the use of various weapons (stun pistol, gas grenade, knives, and acid to name a few). However, the AGT are continuously growing and multiplying, and tend to overwhelm the crew by sheer numbers unless quickly stopped. This is the reason for the short game length; either the crew manages to smash the AGT before they become too powerful or the AGT overrun the ship; the crew must then try to escape the Znutar in the smaller craft aboard (the scoutship, saucer, and cockboat).

The weapon effects determination is unusual. At the beginning of the game, the effects of the weapons (and these include various everyday items around the ship such as the fire extinguisher, pool cue, communications beamer, and zgwortz, the crew's food) are unknown. When one is first used, a weapon effect chit is drawn at random; each time this weapon is used during the game, this is the effect it has on the AGT. The weapon effect chits are printed with the following: 3,4, and 5 dice to kill, 5 dice to stun, no effect, grow, shrink, and 1 die fragments. Each game is different as new chits are chosen in each game.

Unfortunately, luck plays a large part in the outcome. Imagine: you are the crew and it is about your third or fourth turn; almost all the weapons have either bad or mediocre

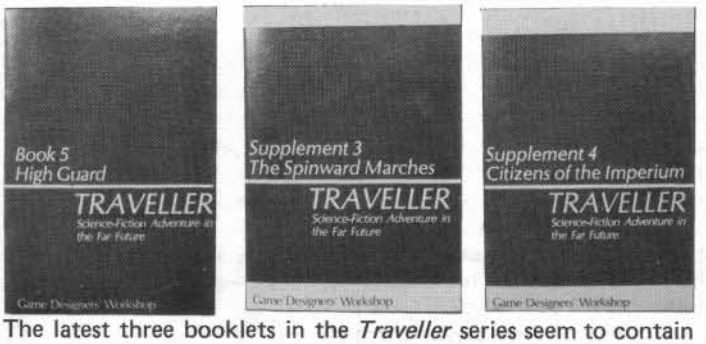
effects on the AGT, a number of the crew are dead, and spread throughout the ship are 20 fragments (which later grow into babies and then adults). This is a good time to make a beeline for the escape craft.

On the whole, I quite enjoy playing this wild and crazy game. The above example, I must admit, is a bit extreme as games usually tend to be fairly balanced and closely fought.

Overall: 7 **John Olsen**

HIGH GUARD (Book 5) - £2.95
THE SPINWARD MARCHES (Supplement 3) - £1.95
CITIZENS OF THE IMPERIUM (Supplement 4) - £1.95

Game Designers' Workshop



The latest three booklets in the *Traveller* series seem to contain something for everyone; taken together, they represent a major enlargement of the *Traveller* universe.

In *High Guard*, for example, the (interstellar) Navy receives similar in-depth treatment as *Mercenary (Book 4)* gave to the Army and Marines. The major sections are character careers, skills and so forth, starship design and construction, and starship combat. The booklet takes starship rules well beyond the original basic form of *Book 2*, by encompassing sections allowing all manner of types and sizes of vessel (up to one million tons!) including planetoids and major weaponry first touched on in *Mercenary* (meson guns, particle accelerators, and equivalent defensive measures).

The net result is expansion in two major areas — firstly a much more detailed method of generating Navy characters, mainly useful in what one might term 'mainstream' *Traveller* activity — adventuring; secondly that large-scale fleet combat (including of course rebel fighters versus the Death Star if you wish) is more easily realized. In fact, like *Mercenary, High Guard* can be used as a set of miniatures' rules completely separate from *Traveller*. Very little about the Imperial Navy and its constituent ships, though — in a later volume?

The *Spinward Marches* provides an 'official' backdrop for *Traveller* campaigns, within which already published and future adventures are set. It covers sixteen subsectors — more than four hundred worlds — in a standard data format first used in *The Kinunir (Adventure 1)*, together with maps of each subsector. At the end of the booklet is a reprise of all data definitions. Perhaps the most interesting features are the political and historical snippets in the introduction and heading each set of subsector statistics; they help define the nature of the Imperium and its neighbours in the Marches region of space, and I wish there had been room for more of this background. This is an essential booklet for anyone using *Traveller* material 'straight'.

I was afraid that *Citizens of the Imperium* might turn out to be Son of *1001 Characters (Supplement 1)* and was therefore pleasantly surprised to find that this booklet is rather more than a straightforward listing of further ready-made characters. The meat of the booklet is in the generation procedures for no less than twelve new character types, from nobles and diplomats to belters and pirates with one or two new skills where necessary. Many of these new types can be used as player-characters; essentially it does away with the *Other* category of the basic rules, and the Surface (wet) Navy and Flyers (the Air Force) are also included. Each type comes complete with relevant tables and forty ready-rolled examples. As a last bonus, the Bow Weapons rules from *Snapshot* are included.

Overall, these three publications are excellent additions to the fast growing *Traveller* library, with a high level of utility and sheer volume of information. Some of these *Traveller* booklets are a real lesson in rules presentation, too.

Overall: High Guard - 8
The Spinward Marches - 9
Citizens of the Imperium - 8 **Bob McWilliams**

THE MYSTIC WOOD

Philmar Ltd. — £6.95

Don't be put off by the traditional bad picture of a brawny hero preparing to cut his own leg off while a lascivious dragon gropes a nubile damsel with its tongue. What this crude box-art conceals is an excellent little game — *The Mystic Wood.* The players in the game take the parts of knights featured in medieval poetry — Roland, Perceval and the like. Each player takes a card which details the strength and prowess of his knight and also specifies the quest which that knight must complete to win the game, e.g. George must slay the dragon.

The Wood is constructed using 45 large cards to form a 30" x 36" rectangular grid. These attractive and robust cards show the paths and glades of the Wood. All but three of these cards are placed face down at the start of the game and the knights start at one of the three, The Earthly Gate. Each knight, on his turn, may move along a path to an adjacent card, turning it over if necessary. If the path leads to an unexplored glade then the player draws from a small pack of cards. These cards normally describe and illustrate a denizen of the Wood. Hostile denizens, such as the Wild Boar, will automatically challenge the knight and a fight may then ensue.

Combat is resolved by adding the sum of strength and/or prowess to a die roll for each side — the highest total wins. If the knight wins then he will gain prowess or booty, this being shown on the inverse of the denizen card which is then stacked with the knight's card — a very neat idea. If the knight is vanquished then he is imprisoned in the Tower and must subsequently escape — another good touch. A knight is never compelled to risk this fate, though; he can always deal with a denizen in the best Monty Python style:— "Run away! Run away!"

Not all denizens will challenge a knight. Many, such as the Princess, can be approached and this leads to many different consequences; some good, some bad. Other cards cause special events, such as the Mystic Wind or Mystic Horn, which provide some scope for ribald innuendo. Knights may fight with each other and, as the Wood becomes thoroughly explored and the quest items are revealed, there is much jousting and other rascality. It does not take long for a winner to emerge and most games should not last more than 1½ hours.

This game is similar to Terence Donnelly's other fine adventure game, *Sorcerer's Cave,* but is a much cleaner, tighter design. It is simple enough to be a good fun game but is sufficiently complex to allow the development of different strategies and interesting tricks. Most important, it seems to lack the aimlessness that characterises most of these adventure games. I recommend it highly.

Overall: 9 **Andy Davidson**

GRAKT'S CRAG

by Will Stephenson

An AD&D Mini-Module for experienced players with characters of 3rd level. A total of 7–8 player characters is recommended.

Background (for DM only)

Grakt's Crag contains the tomb of the long-dead King Grakt and his Queen. The tomb was hidden and betrapped to prevent defilement and theft by tomb-robbers, who might have been attracted by the King's treasure which was buried with him.

About a year ago the nearby village was visited by Taamus, a *polymorphed* ogre mage, and his companion Krub, an exceptionally stupid umber hulk, who had heard of the tomb.

Ascending the old path to the Crag, south of the village, Krub tunnelled the hole, mentioned below in the *Players' Introduction*, into the tomb (1). The two penetrated as far as the elevator complex (11–16) which Taamus deemed too dangerous to try. Exiting the Crag, they went around to the south face, where Krub dug another tunnel (26), this time reaching the tomb itself, at which point Taamus decided to kill Krub, but was maimed himself in the fight, losing some of his powers.

Taamus has a natural fear of other spellcasters, and has either imprisoned or killed any magic users or clerics who have ventured to the Crag, using the bodies to feed fighters or thieves, whom he prefers to enlist as additional guards, if they are evil and able.

DM's Notes

1. MM denotes the monster is described in TSR's *Monster Manual;* DMG denotes the item is described in TSR's *Dungeon Master's Guide;* WD denotes the item is described in the indicated issue of *White Dwarf.*
2. Numbers in brackets are cross-references to other rooms.
3. Taamus and Krub excavated features 1–8 and 21–28. The walls are rough and slippery, with the occasional claw-mark. A dank, mouldy smell prevails and the temperature is slightly warm.
4. Features 9–20 are original parts of the tomb. Walls are smooth but non-slippery and cracked; the temperature is moderate to cool, and there is a stale odour.

Players' Introduction (to be related by the DM)

The party have met at an inn in a small village to the north of Grakt's Crag, and are exchanging yarns of their adventures when the innkeeper overhears them, and in the course of the ensuing conversation he will tell them the following:

> That in the days of the ancient and powerful Empire of Colos, Kings were buried with their treasure in hidden tombs to prevent defilement. One such tomb is rumoured to be Grakt's Crag. There is said to be a hidden entrance to it; an old disused path runs up the side of the Crag.
>
> Last year a man named Taamus arrived with a strange and bewildering creature; he stayed for a short while at the inn, then left. He has not been seen since, nor has his beast. Shortly after he left, a hole appeared in the side of the Crag by the disused path.
>
> Many adventurers have climbed the path, which is no longer safe, being prone to subsidence; none have returned, although occasionally pieces of rotting corpses or bones have been found nearby.
>
> Occasionally, a goat-herd or similar person will disappear on the Crag; further, some months ago a merchant caravan disappeared near the Crag.

General

Unless otherwise specified, rooms and corridors are 10′ high.

1. Just by a part of the old path which has crumbled in a landslide is a crude arch, with a passage leading into the Crag. As the last member of the party enters, a *magic mouth* activates, which says: *"Die, foolish ones!"* in Common, and laughs mockingly. The laughter slowly fades as the spell discharges.

2. In the centre of this room is a pit, 20′ deep and stretching across the entire width of the room. The walls and floor of the pit are covered in patches of green slime (AC9; 2D8; Att flesh/wood/metal; only certain attack forms harm) (MM), about 20 of them. The pit is covered by a grille formed of 6″ thick wooden beams, spaced 2′ apart. Anyone touching the central 10′ by 30′ portion of this grille sets off a trap which fires a lightning bolt doing 3d6–2 damage. This bolt will come from either the north or south wall (50% chance of either) and traverse the room horizontally. It is not powerful enough to destroy magic items.

3. On the floor of this room is a faded mosaic depicting a devil hurling enemies about. The right eye is a 2′6″ diameter fire inside a ring of dark stone. The ceiling appears to be 30′ high, but this is an illusion; normal matter can easily pass through it, and players enquiring about the outlet for the smoke may notice that it goes straight through the "ceiling". The room is in fact 40′ high, and above the illusory ceiling is a 5′ ledge on which are 7 fighters (AC5; 2D10; Att 2–8 broadsword or 2–5 sling). These have orders to fire missiles at any unarmoured intruders, or those who appear to be magic users or clerics. When they are detected (5% chance per turn, cumulative), they will retreat through (4) into (5).

4. This passage has ten rough pillars down its length and an ebon drape at the west end. The retreating guards from (3), and those already in (5), will wait on the north side of the secret doors, each of which has a small spyhole. When the party reaches the curtain, they will spring out and attack, at least two going through each door. This will surprise the party on a roll of 1–4 on a d6.

Note that as the western door of (3) is false, the party can only gain entrance to the rest of the tomb by climbing up the walls and through the illusory ceiling onto the ledge.

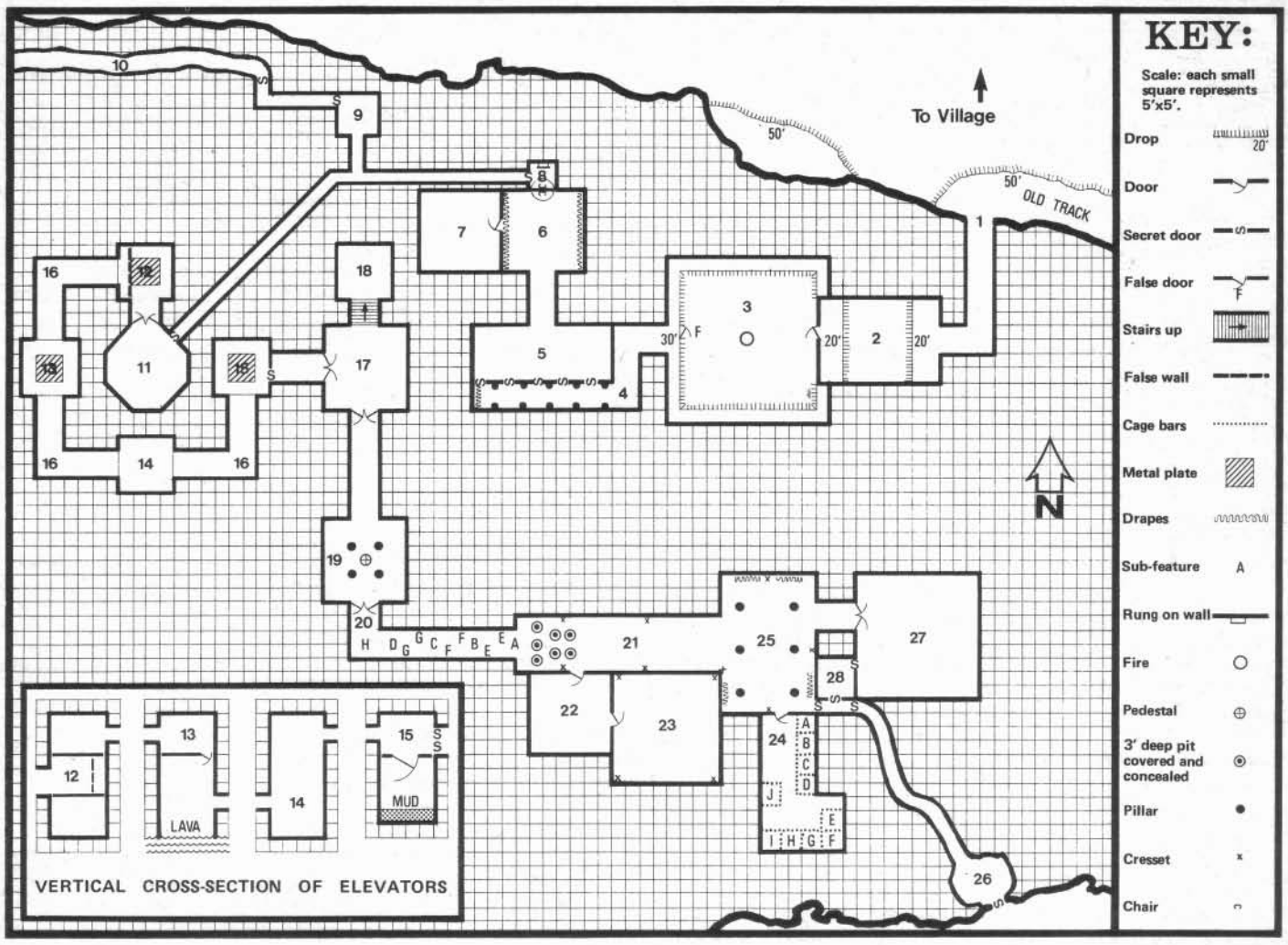
5. This room contains 7 two-tier bunk-beds, two stools and a privy bucket. By the north wall are two spits, on which are roast human flesh. The guards are either unaware of its origin or don't care. There is also a barrel of ale. There are 7 further guards in this room, identical to those in (3).

6. This room has violet drapes on the east and west walls, and on the floor is a design depicting a sacrifice to an evil god. On the north wall is a high-backed stone chair, studded with 10 gems of various types (these are valueless fakes), and raised on a 1′ high semicircular stone dais. Under the chair seat is a button which, when pressed twice in quick succession, causes the chair and dais to rotate clockwise, changing places with the identical seat and dais on the other side of the wall. If the fight goes against the guards, the guard leader, Prenull (7), will attempt to escape by this means, leaving via (8), (9) and (10).

7. This room contains a large bed, a small table on which stands a water jug, and two trophies. On the north wall is a bear's head, which is worth 10gp itself, and has 5 gems hidden inside it, each worth 10gp. On the floor is a leopard-skin rug worth 35gp. The guard leader, Prenull, lives here:

Name	Al	Lvl	S	I	W	D	C	Ch	Ac	Armed with:
Prenull	C.N.	5	15	8	10	7	11	11	3	Two-handed sword

8. A 50′ deep shaft. Opposite the chair is a series of projecting steel rungs descending into the shaft. At the bottom of the shaft is a black pudding (AC6; 10D8; Att 3–24 vs. wood/metal) (MM). There is a 10% chance that any given rung is loose and will give way when trodden on.



9. This room, originally the burial chamber of Grakt's Queen, contains a broken sarcophagus and four unopened barrels. The walls have a faded fresco depicting a procession. It has been looted by Taamus, and is now used as a storage area.

The Queen's spirit lives on, but cannot enter the material plane; if her sarcophagus is disturbed, she will try to frighten off the intruder by making his torch flicker and cast weird shadows, making noises of slithering and scratching etc. She can do no actual harm.

Two of the barrels contain water, one salt meat, and one bread. They are worth a total of 4gp if sold.

10. A natural underground fault which forms a crude passage. It is about half a mile long, getting gradually damper. Eventually it reaches the edge of the Crag, forming a 30' high crack in the south face which is covered by a waterfall from a stream. This is the "hidden entrance" referred to in the *Player's Introduction,* by which the original diggers and trap-setters left. It is now used by the guards (3–7) as an exit, from which they scout for victims and supplies. The hole (1) in the north face is little used except as a lure for adventurers, because it is clearly visible from the village, and contains a permanently set trap (2).

11. Hanging from the ceiling of this room on a chain is a human skeleton, whose spine has been broken in several places. The doors in the north wall are of stone, and quite thick; each requires 25 strength points to open it.

12. This room has bare walls, ceiling and floor; set into the floor by the west wall is a 10' square metal plate, on which are three stone cubes, each weighing about the same as a man. This is in fact an elevator; it is held in its present position by the cubes. For each cube removed from the plate, the floor and ceiling move 5' up; for each additional cube placed on the plate, they sink 5'. Anything of about the same weight will have the same effect as a cube. The walls, being so bare, do not appear to move; thus it appears to the party as if the tunnel entrance is moving up and down. The side of the shaft on which the exit is situated is concealed by a false wall, apparently identical to the other walls. It is of thin plaster and could easily be smashed through with a mace or similar blunt instrument. This false wall is attached to the ceiling and floor, and so moves with them.

13. Similar to (12), but this elevator has no false wall and there are no cubes on the metal plate. There is a 5' square trapdoor in the south-west corner, which can only be opened by a concealed catch in the north-east corner. At the bottom of the shaft is a lava stream; immersion in this is fatal, and touching it causes 1d6 damage. If the elevator floor is brought within 10' of the lava, it heats up, causing 1d4 damage per segment to anyone standing on it so long as it is this close, or closer, to the lava.

14. Empty shaft. This can be negotiated with normal climbing techniques.

15. Similar to (13), but there are no cubes on the metal plate. It is not an elevator, but simply a trap; a weight of 100 lbs. or more on the plate causes it to open like a trapdoor, swinging on hinges along the north side. Anything on the plate falls 20' into a 5' deep mud pool, taking 1d4 on falling in; further, the victim rolls a d10, and if the number rolled exceeds his armour class, he sinks into the mud, taking a further d6 per turn. This damage is halved if he can grab a rope, pole etc. held by a companion.

16. 5' high exit tunnel.

17. On both sets of doors into this room, a neat inscription has been scratched in Common, which reads: ►

Here lies the treasure of Grakt.
Take it, robber; but ask not to live.

Scrawled beneath the message in dried blood is a grinning skull – drawn by Taamus to intimidate trespassers. The room is empty, having already been looted.

18. In the centre of the room is a sarcophagus with its lid smashed open. On the walls is a faded fresco showing a procession of warriors, nobles and a sarcophagus carried by bearers. This was Grakt's burial chamber, now looted by Taamus. Grakt's assassin was a spectre, which killed the Queen by normal means and the King by draining him below level 0. After his tomb was looted, Grakt reappeared as a lesser spectre. Since his assassin has not been killed, Grakt does not have the power to drain levels and retains half hit dice. Grakt (AC2; 4D8+3; Att 1–8; only certain attack forms harm) (MM) will attack any who enter his abode.

19. In the centre of this room is a 5' diameter, 3' high stone pedestal, on the top of which is a detailed painted design depicting a massive spider in a web. Around the side of the pedestal is written in Common:

Drink inside will be a boon
If partaken in this room.

The pedestal is in the centre of a square formed by four pillars, between each pair of which is a force-field from ceiling to floor, invisible and impenetrable. When any of the force-fields is first touched, a *magic mouth* will appear on each pillar saying:

To pass through and gain the spider's hoard,
Learn my weakness: it is this,
Where I appear not disappeared, but repulse nevertheless,
I will yield to the minions of Loki.

If a naked flame is touched to any of the pillars, it will retract into the ceiling leaving a gap in the force-field which may be passed through. At the same time, the spider design swings upwards revealing a hemispherical basin full of a clear liquid. There is one dose of this liquid per party member and if drunk in this room it will give the drinker the ability to *levitate* until he has passed over (20a).

On the south wall is the hastily scrawled message *"Die unless ye fly,"* in Common.

20a. An invisible ray projects north-south across the corridor at this point. If it is broken (those levitating from (19) will not break it), a spread of *fear* rays shoots westward from the point marked (a) on the map. All who fail to make their saving throw will run west down the corridor. At the same time, traps (20b–h) are activated:

20b. A tripwire which springs up when activated to a height of 6". Each time it is jerked, a pair of darts is fired, one from a hole in the north wall and the other from a hole in the south wall; these hit for 1d4 damage.

20c. Similar to (20b), but crossbow bolts are fired, hitting for 1d6 damage.

20d. Similar to (20b), but steel spikes are fired, hitting for 1d8 damage.

20e. A trapdoor covering a 10' deep pit.

20f. Similar to (20e), but 15' deep.

20g-h. Similar to (20e), but 20' deep.

21. In the western end of this 20' high hall are seven disguised pits, each 3' deep and containing a thief (AC8; 2D4; Att 1–4 dagger). The thieves hide here on hearing the doors of (19) open in order to leap out behind passing parties at an opportune moment and backstab them. If their friends in (22) hear a fight, they will join in. If the doors of (19) are not heard opening, these thieves will be in (22) with their fellows.

22. 7 thieves, similar to those in (21), are playing dice over a stake of 57gp in this room, which also contains their beds, a fire, etc., and an unlocked chest containing 934sp and 42cp.

23. A torture chamber containing various implements of torment worth a total of 23gp.

24. A room containing ten cages, each 7'6" square and locked – Taamus has the keys.

24a-f. Empty.

24g. The sleeping form of a merchant's daughter from the caravan:

Name	Al	Lvl	S	I	W	D	C	Ch
Lera	L.G.	0	8	13	15	12	10	15

Around her neck is a jewelled necklace worth 50gp. Only she and Taamus know that if anyone other than themselves touches it, the largest gem on it will explode, doing 2d6 damage to anyone within 5'. She will tell the party that she has relatives in the village who will reward her rescuers. This is true, and if she is returned they will pay whoever does so 100gp.

24h. This houses a rather decrepit-looking magic user:

Name	Al	Lvl	S	I	W	D	C	Ch
Mordus	C.E.	3	11	15	10	12	8	5

If the party are evil, he will join them if released; otherwise, he will use his remaining spell *(sleep)* to escape before they can return him to the village, where there is a 50gp price on his head for arson.

24i. In this cage is the rotting corpse of a cleric who refused to be converted, pinned to the floor by a spear.

24j. Empty.

25. A room containing only four lurid tapestries, which might fetch 50gp each if sold in the right place.

26. A small storage cavern, containing ropes, grappling hooks and rope ladders, which the thieves of (21–22) use when going on foraging raids. They are ignorant of the secret door to 28 in the secret passage used to reach here.

27. A luxurious bedroom containing about 70gp worth of assorted chattels, and Taamus himself. (AC4; 5D8+2; Att 1–12 + special) (MM).

Taamus can *sleep, fly,* assume *gaseous form,* and create a *cold* ray doing 1d8 damage. He will reserve his *fly* spell to escape via (25) and (26) if the fight goes against him. He will attack any who penetrate his abode.

28. When the party enter, they see a massive chest disappearing as if in the process of *teleportation,* and a magic mouth shouts:

Too late, scum!

The vanishing chest is an illusion, which reappears in 6 hours. Under a loose flagstone in the north-west corner is the real treasure:

A scroll of *comprehend languages* (DMG)
A scroll of *detect evil* (DMG)
A +2 arrow (DMG)
A flask containing one of Zzkeel's handbones ground into water (WD17)
A sack containing 70pp

Molten Magic

Molten Magic takes a look at some of the new science fiction and fantasy figures which are becoming available. The code letters and numbers shown on the photographs are purely for identification purposes and not those used by the manufacturers. The manufacturers' codes are shown in brackets after the title of individual figures.

A. Ral Partha
1. High Elf Archer (CS14)
2. Hobgoblin Archer (CS64)
3. Cloaked Hobgoblin Archer (CS62)
4. Wood Elf with Bow (CS1)
5. Elf Command Group Officer (CS19c)
6. High Elf with Sword (CS10)
7. Fantasy Wolf (CS90)
8. Wood Elf Cavalry with Spear (CS5)
9. High Elf Cavalry with Great Sword (CS15)
10. Dwarf Command Group Drummer (CS39a)
11. Dwarf Command Group Chieftain (CS39d)
12. Dwarf with Two-Handed Sword (CS34)
13. Dwarf Command Group Horn Blower (CS39b)
14. Dwarf with Crossbow (CS36)
15. Dwarf Striking with Mattock (CS38)
16. Dwarvish Bard (ES70)
17. Maiden Mounted on Unicorn (ES71)

B. Citadel Miniatures
1. Evil Cleric (FA22)
2. Necromancer (FA25)
3. Vampire (FF58)
4. Giant Wyvern (FF61)
5. Ogre (FF53)
6. Wight (FF59)
7. Pack Camel (DA11)

C. Asgard Miniatures
1. Evil Giant Rat (FM60)
2. Giant Weasel (FM60a)

. . . *GDW* have recently released **Research Station Gamma** (Adventure 2) and **Shadows/Annic Nova** (Double Adventure 1) for **Traveller.** Scheduled for immediate release are **Bright Face/Mission on Mithril** (Double Adventure 2) and **Azhanti High Lightning.** The latter is the first full-size **Traveller** game, and the box will contain fourteen deck plans, technical manual, die-cut counters and accessories. The scenarios can be used for **Traveller** campaigns or played separately . . .

. . . *TSR* plan to release **World of Greyhawk** campaign material for **AD&D, Knights of Camelot** a multi-player game of legendary Britain in the times of King Arthur, and **Deities & Demigods** the **AD&D** version of **Gods, Demi-Gods & Heroes** in August. **Dungeon Module B2 — The Keep on the Borderlands** is a new basic **D&D** module just released . . .

. . . *Chaosium* hope soon to have out **Gateway Bestiary** which is more monsters from all times and places for **Runequest,** and the 4th edition of **White Bear & Red Moon,** now boxed. Planned for the future is a boxed **Basic Runequest** with dice . . .

. . . *Phoenix Games* have released **Aftermath!** a role-playing game set in a post-holocaust world . . .

. . . *SPI* have entered the world of FRP games with **DragonQuest** . . .

. . . *Martian Metals* have been granted the licence to produce the official line of **Traveller** figures in 15mm . . .

. . . *Games Workshop* hope to release their four boxed games **Warlock, Valley of the Four Winds, Dr Who** and **Apocalypse** at **Games Day '80** on 27th September at the Royal Horticultural Hall . . .

. . . It has been rumoured that *Yaquinto Publications* are negotiating with *Lorimar Productions* to produce a licenced game of the TV series **Dallas.** Four titles for **Origins '80** are **Shooting Star,** a space game, **Armour,** being the third part of the **Panzer** trilogy, the **Ironclads Expansion Kit,** and a surprise release . . .

. . . *Metagaming* have decided to release all future **Microgames** in boxed format, and they also intend to release a line of games in Traveller-sized boxes later in the year . . .

. . . *FGU* have re-released **Space Marines,** the long out-of-print science fiction table-top rules. Also due is **Land of the Rising Sun,** a samurai role-playing game compatible with **C&S** . . .

. . . *Philmar* have now released their follow up to **Sorcerer's Cave** entitled **Mystic Wood.**

Next Issue:

SURVIVAL! - SF mini-game
ROBE AND BLASTER
- Aristocracy in Traveller
LOVE OF THE LAND
- Thomas Covenant in D&D
FIEND FACTORY
CHARACTER CONJURING
TREASURE CHEST

A regular feature of new and interesting monsters edited by **Albie Fiore.**

THE FIEND FACTORY

This issue, we present a Fiend Factory special. The monsters have been selected and arranged in the format of a mini-wilderness scenario, designed for a party of 4th, 5th and 6th level adventurers.

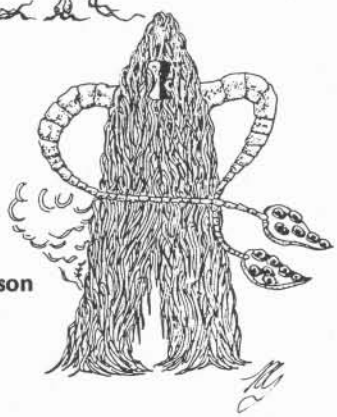
Kibabu is a small village on the edge of the mist-shrouded everglades of Krish. The villagers, who survive by selling snake and crocodile skins, will tell any visitors to their village of an abandoned temple deep in the swamps. In the temple stands a great cauldron which spawns creatures of evil. Local legends state that those who destroy the cauldron will be rewarded with great wealth by the ghosts of those who built the temple.

The everglades is a vast swampy area, dense with lichen covered trees with trailing fronds. A thick but patchy mist continually hangs in the air. The waters are shallow but occasionally treacherous as they conceal areas of quickmire. Travel can be by foot, horse or flat-bottomed boats hired from the villagers.

The perimeter of the swamps is especially thick with trees, their roots making passage difficult and tortuous and their foliage shading the area below in green gloom. In this shadowy world, a voice can sometimes be heard, a voice that belongs to the . . .

CREEPER

by John R. Gordon



No. Appearing:	**1–3**
Armour Class:	**6**
Movement:	**6"**
Hit Dice:	**4D8**
Treasure:	**Variable**
Attack:	**Two tentacles, 2–12 each and bite, 1D8 + poison**
Alignment:	**Chaotic evil**
Intelligence:	**High**
Monstermark:	**96.86 (level V in 12 levels)**

The creeper is a greenish grey creature, some 6′ tall and covered in a growth of slimy tendrils. From its shoulders protrude two tentacles with a 10′ range. It has a horny, black-brown beak with which it can bite and inject either of its two poisons. The first paralyses the victim (until a *cure disease* spell can be cast on him) to preserve him for blood-sucking later. The second type is a deadly venom which will kill the victim outright, unless a save versus poison is made.

It dwells in dark, deserted places where its chameleon-like powers enable it to be virtually invisible 30% of the time.

The beast has no eyes, but uses its incredibly developed senses of smell and sound to home in on its prey. They can scent prey accurately at a range of 12" and echoes enable them to gain precise details of their surroundings. For this reason they prefer to fight in total or near darkness.

The creeper lives off putrid carrion, or feeds off the blood of live victims – a totally liquid diet. It hates all humans and elves in particular, and, if they are offered as captives, it may be bought off. If a fight is going against it, it will release a *stinking cloud*, to which it is immune, change colour, flee, and will not re-engage for at least two rounds. It can release the *stinking cloud* only once per day.

In 8 segments, the creeper can mimic any voice it has heard, in whatever language. A voice thus mimicked is never forgotten, though the creeper will not understand the words. As a rule, creepers are cowardly and will use their camouflage and mimicry often to lure the unwary into range of their tentacles.

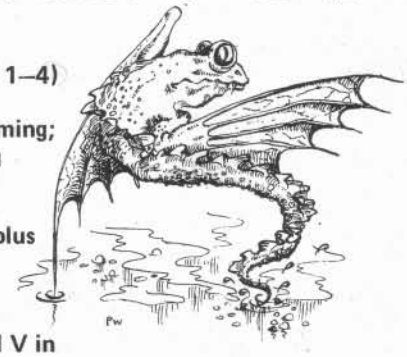
The creeper gets +1 on all saving throws.

When a creeper is killed, it degenerates immediately into a putrifying, bubbling pool of tendrils, blood and guts.

Beyond the thick growth of vegetation on the perimeter, the everglades break into relatively large, shallow expanses of water, thick with weed and broken by myriad clusters of islets, all covered in thick vegetation. Anyone crossing these misty waters is likely to be attacked by . . .

WATER LEAPER

by Roger E. Moore



No. Appearing:	**1 (10% of 1–4)**
Armour Class:	**6**
Movement:	**18" swimming; 15" flying**
Hit Dice:	**5D8+2**
Treasure:	**C**
Attack:	**4D4 bite plus shriek**
Alignment:	**Neutral**
Intelligence:	**Semi-**
Monstermark:	**72.2 (level V in 12 levels)**

These creatures are the bane of lakeside fishermen, as they attack boatmen, break lines and nets, and destroy fishing grounds. They have been known to attack cattle and sheep that wade into the water or approach too closely. They are not averse to adding a few incautious humans to their diet. Those familiar with the water leaper fear it greatly.

If a water leaper senses a victim in its waters, it will close on it immediately. The sight of this creature is rather disturbing in itself. It appears as a great legless frog with a long newt-like tail, and two great membraned wings emerging from either side. The whole creature ranges from 8′ to 10′ in length. If the victim is submerged or swimming, the water leaper will attack without leaving the water. Potential victims sitting or standing in small boats will be attacked as the monster leaps from the water and flies towards them with open mouth. As soon as the creature is airborne, it will emit a terrifying shriek. All within 120′ of it must save versus paralysis. Those who fail lose all armour class adjustments for dexterity, and the monster gains +2 when attacking them. It then attacks with its single bite, splashing into the water with its victim in its mouth or to try again if it missed.

As the wings of the water leaper are not strong, it can only stay in the air for 2–5 rounds at most. It is not so fast that it cannot be attacked as it makes its pass at a victim by those within 10′ of the victim.

Water leapers are not particularly intelligent and have no

languages other than their own. They often keep treasure in a rocky nest on the bottom, where they also lay their eggs. As water leaper eggs are a delicacy, for humans as well as other fishes, they are quite valuable and much sought. Consequently, few of the hundreds of eggs laid each year reach maturity.

Water leapers live for about 20 years.

They are helpless to attack on land if they should happen to fall, and have only a 20% chance per round of lifting off again; otherwise they will expire in 3–5 hours of exposure and dehydration. While still alive, they can wiggle towards water at a 1" movement rate.

Towards the centre of the everglades, the islands become closer and closer until it is virtually one land mass with a close network of sluggish waterways which are too narrow for boats. The land is still thickly wooded and mist shrouded. In this area the earth is particularly muddy with many patches of thick cloying mire. Often concealed in these patches is another strange creature of the swamps . . .

SLIME BEAST

by Dave Stapleton

No. Appearing:	**1–2**
Armour Class:	**See below**
Movement:	**6" max.**
Hit Dice:	**5D8**
Treasure:	**E**
Attack:	**By weapon type**
Alignment:	**Neutral**
Intelligence:	**Low**
Monstermark:	**Varies (probably level V in 12 levels)**

Slime beasts are habitually found in damp places, either above or below ground. They are natural predators that seek to waylay their prey by means of their low cunning and transmutation powers which enable them to assume many different forms.

The slime beast's body appears as thick cloying mud, but the beast can control the consistency of all or any part of its body, degenerating at will to anything from runny slime to rock hard, and all sorts of combinations in between.

It usually lies in wait for its prey in slimy form, lying in mud from which it is indistinguishable, or as part of a wall or rockface in which case it would assume a harder more rocklike shape and texture.

When attacking, it will seek to do so with surprise by transforming behind its victim. On attack, it will usually have assumed a vaguely humanoid form of the consistency of thick mud with stunted limbs. It forms a rock-hard weapon from itself. The weapon is usually (75%) a sword, though sometimes a club (15%) or hammer (10%). Should the weapon break, or any part of the beast be severed, it can reform to replace the missing piece and reabsorb the severed part on contact as long as the beast is at least 50% intact.

Any transformation takes one round, during which the beast cannot attack. The creature's armour class depends on its form. Any rock-hard part is -1, although if the beast's entire body were of this consistency, it would be immobile. Its usual thick mud consistency is armour class 7, and the runny slime form is armour class 10. In the latter two forms the beast is most mobile, though it cannot attack in runny slime form. Its speed and armour class vary depending on its form between these extremes.

Only magic weapons can harm the slime beast when it is in mobile form as normal weapons merely slide through the slime. In rock-hard form, it may be struck by normal weapons.

Fire and cold, of any kind, do no damage but automatically transform it completely into its rock-hard form during the fire or cold and for 1–4 rounds after, depending on the severity of the attack.

Water has the opposite effect, reducing the beast to its runny slime consistency for 1–4 rounds from anything other than the rock-hard form.

The slime beast has a saving roll against magically induced fire, cold or water. All other magic can affect the creature including the transmutation spells.

In some of the secluded backwater, the roots of the trees have been curiously shaped to form strange half-submerged dwellings. These strange formations occur in close individual groups for they are the communes of the . . .

FROG-FOLK

by Phil Masters

No. Appearing:	**3D12**
Armour Class:	**9**
Movement:	**6"; 10" swimming**
Hit Dice:	**1D8**
Treasure:	**Individual J, lair E**
Attack:	**By weapon type or 1D8**
Alignment:	**Chaotic evil**
Intelligence:	**Low**
Monstermark:	**1.8; Leader: 6.66; Chieftain: 14 (levels I; II & III respectively in 12 levels)**

These brutes tend to occupy semi-submerged cave complexes in the fouler swamplands. They walk on two legs and can use tools and weapons in their long-fingered, webbed hands, but generally seem more like frogs than men. They are bulging eyed amphibians, with nostrils set atop broad snouts and green, slimy skins. They worship a demonic frog-god and hate all other intelligent races, save as food; despite their low intelligence, they are cunning and cruel.

Frog-folk will be armed as follows:

2 spears	30%
scimitar	50%
sling & dagger	20%

Weapons are bronze and jagged-edged. Anyone wounded by frog-folk has a 5% chance of contracting some kind of disease. Slings use stones rather than bullets.

Small frog-folk bands will have one additional leader-type, with 8 full hit points, fighting with bronze morning-star as a 1+1 hit-dice monster, and armoured to AC 5.

Bands of 21 or more will have a chieftain with 10 hit-points, using a saw-edged bronze 2-handed sword as a 2-dice monster, and armoured to AC 4; he will have two leader-type lieutenants.

For each frog-folk in a group encountered, there is a cumulative 2% chance of a cleric-type in addition. Although chaotic evil, these clerics are treated as druids of level 1–4 for hit dice and spells; they are AC 7, use scimitars and rank below chieftains but above leaders in the frog-folk tribes.

In the depths of a frog-folk lair will be found (apart from the tribal treasure and masses of spawn) females equivalent in numbers to the males. They are non-intelligent and should be treated as the smallest type of giant frog. The tribe also has a 40% chance of possessing pets which its members can control; 50% 1–4 giant frogs, 40% 1–3 giant toads, 10% 1–6 giant leeches.

Frog-folk have standard magic resistance, but their slimy skins give them the equivalent of 18 strength against any form of entanglement, including *web* spells, and their hatred of humanity gives them +3 on saving throws vs. *charm*. ►

Deep in the woods of this large central area, is the Temple of Krish. What once must have been an impressive building, covered in richly detailed carvings is now a dark, foreboding place. The carvings are mostly obscured by moss and creepers, and whole slabs of stone have crumbled from the walls. The large portals hang open, decayed and dank. In the creepers beside the entrance, the observant will spot what appears to be a snake. It is the last of the guardians placed by the wizards who dwelt here long ago, a . . .

MELODEMON

by Michael Wilkinson

No. Appearing:	1–4
Armour Class:	2
Movement:	14"
Hit Dice:	4D8+2
Treasure:	Always jewels, 1000-4000 g.p. value (see below)
Attack:	Bite for 1D8+1, 1 sting (1D4+2 +poison), plus special
Alignment:	Chaotic evil
Intelligence:	Very
Monstermark:	123.85 (level VI in 12 levels)

The melodemon resembles a snake, about ten feet long, with a face like a cross between a human and an alligator, and a sting at the other end. It is only found in extreme conditions, such as flames or lava flows, glaciers, dense forest, desert, deep swamp etc., though it can survive in any conditions. Ancient priests used to rear them from the egg and keep them in pools of burning oil to guard sacred places.

The melodemon's special attack is its singing voice.

It can sing 4 melodies: *discord, charm, sleep,* and *terror*. Characters save vs. spells for all these at –2 per melodemon present. If a person saves vs. any song, he need never save against that song again as he is immune to it (though he is still vulnerable to the spell of the same name). If two or more melodemons sing different songs at the same time there is no effect on the would-be victims.

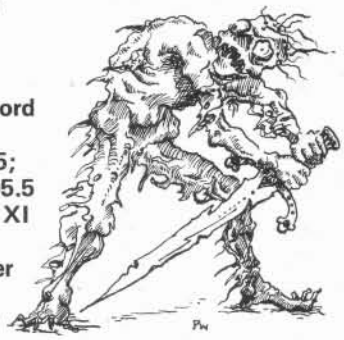
The melodemon's treasure, which is often kept right in the midst of the flames/ice/swamp, always has a special song laid on it so that when it is carried away, all the people within the immediate vicinity begin to feel drowsy (no save) and if they are still with it after two hours they lay down to rest and do not wake up until the curse is removed, by a *dispel evil* and a *dispel magic* spell.

Inside the Temple, the entrance hall leads to many small chambers, but there is one set of double doors that leads to the central, domed hall. In the centre of the hall, spewing mist and resting on a lofty pedestal with steps climbing up, sits the cauldron. Throughout the temple, dark forms move in the shadows. These are the . . .

CAULDRON-BORN

by Tim Walters

No. Appearing:	3–6
Armour Class:	Special – starts at 4
Movement:	Special – starts at 12"
Hit Dice:	Special – starts at number appearing –1
Treasure:	Nil
Attack:	Two-handed sword
Intelligence:	Non-
Monstermark:	Group of 3: 265; group of 4: 1105.5 (levels VIII and XI respectively in 12 levels – larger groups are way up on level XII)



The cauldron-born are zombie-like creatures the size of large men. They use two-handed swords in combat. They have the following special ability: when one of their group dies, his original hit points and hit dice are divided up among the remaining cauldron-born. Any points and dice gained from the death of other cauldron-born would also be divided up. In addition to gaining hit dice, the armour class of all the remaining cauldron-born drops by one when one of them dies, and their move increases by 3".

These creatures are created by a cauldron in the possession of some evil wizard or cleric, and lose one hit point for every hex greater than five that they are away from the cauldron.

They are resistant to various forms of magic as though undead, but cannot be turned by clerics.

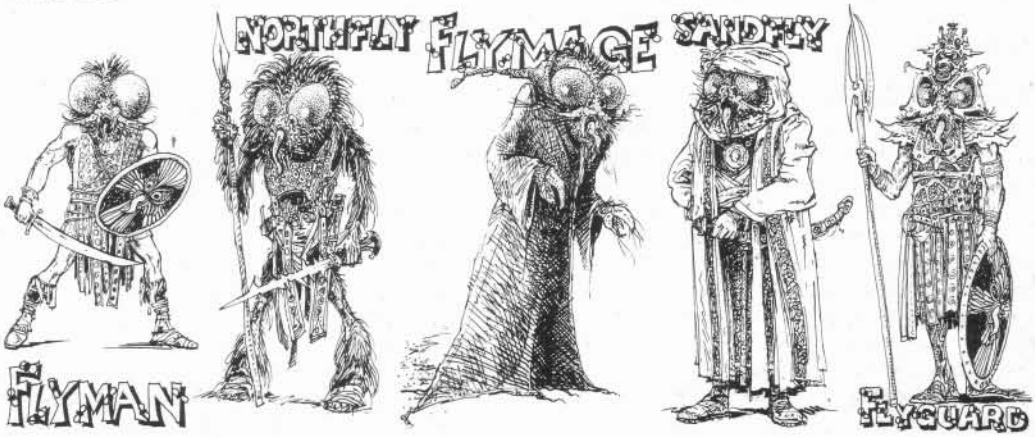
Destroying the cauldron should naturally lead to the discovery of ample treasure to reward the adventurers.

I have not included any comments on the monsters, but it should be noted that a group of cauldron-born are particularly heavy.

I would be pleased to hear your comments on this issue's Fiend Factory: whether you prefer the monsters in a mini-scenario or in the usual random mix, as well as any other ideas you may have.

FIEND FACTORY COMPETITION

In this competition, what you have to do is provide statistics for the monsters shown here. They can be detailed individually or as a tribal group, but each must be covered. The best entry will receive a prize of Una Woodruff's beautifully illustrated book, *Inventorum Natura,* kindly donated by Phin Publishing Ltd., the distributors of the book. Entries should be sent to Fiend Factory Competition, White Dwarf Magazine, 1 Dalling Road, Hammersmith, London W6 to arrive not later than 30th September 1980.



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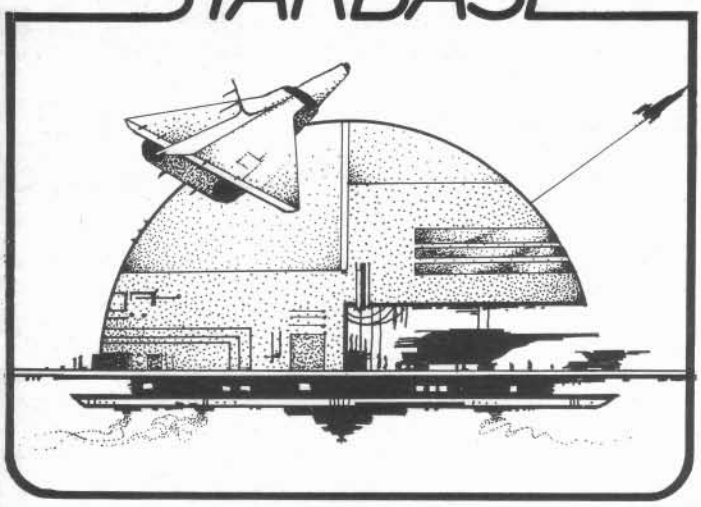

by Bob McWilliams

Welcome to the first of a regular column devoted to the Traveller *role-playing science fiction game system. The intention behind this column is to provide* Traveller *players and referees with a similar service to that given* D&D *aficianados in the* Treasure Chest *feature of this magazine. No specific format is envisaged; anything to do with* Traveller *is welcomed. The Editor will still consider feature length articles, of course; but anything else is fair game for this column, so get writing!*

The column kicks off with some of my own thoughts on the difficulty of combining rules and imagination to create playable situations.

TRAVELLER CAMPAIGNS...

SETTING UP

First, you need an idea. There are many sources – SF novels, magazines, films and TV shows, plus your own imagination, though often an idea I think is original turns out to be from a story I read years ago. Be prepared for a lengthy search, and be ruthless about throwing out ideas that don't make the grade. Keep notes, even of ideas that don't work – they can stop you from making the same mistake again, or they might work out at a later date. Stay on the side of simplicity; a simple idea can be embroidered as much as you like, but a complex one is difficult to handle and there may only be one solution which the players unerringly discover in ten minutes. Disguise the origins of your idea; you can almost guarantee that one of the players has read the same book.

Start out with a simple encounter if you haven't played before; a party of player-characters against brigands, law officers or animals would be suitable. Then go on to another similar encounter, adding a little more detail and complexity at each occasion; before you know it a campaign is in progress. Make sure that you as the referee can sustain the adventure at the level you have chosen both in terms of preparation and control over players' actions – another reason for keeping things simple until referee and players gain confidence. None of this will be wasted; you will be committing to memory some of the 'nuts and bolts' of the rules, which will stand you in good stead later.

I cannot stress enough the importance of thorough preparation for a playing session – the referee needs to have all the background information, carefully divided into what the players know at the start, what the players may find out, and what the players should not know. The referee should anticipate likely responses to situations. Allow plenty of time for preparation; have a clear idea of the length of time available, and tailor the adventure to suit. You may be able to continue later if you underestimate the time needed, but, if you overrun, avoid skipping over important parts of the game as playing, rather than finishing, is the essence of the game.

PURPOSE

The main ingredients of a good situation (not usually all at once) are:

1: personal danger
2: monetary gain
3: improvement of personal skills or characteristics
4: job prospects
5: social advancement
6: expunging some force of evil (or good)
7: satisfying curiosity through exploration/investigation

These ingredients are as they are due to the nature of the 'reward' in *Traveller.* Due to the influence of other role-playing games, it has come to be accepted that characters should be rewarded by accruing experience points and rising in 'levels'; this is not to be found in *Traveller.* It is in keeping with the logic of the game system, and more truly 'role-playing', that it is the player rather than his characters who is rewarded by the increasing facility with which he negotiates the rules of the game and the situations thrown at him by the referee; he becomes more skilled at coping with the universe as, one hopes, all of us do in the real world. I feel that players enjoy participating, rather than 'winning', much more when freed of an artificial system of measuring their ability.

Despite all that I have just said, player-characters have to eat, so one of the most important factors to be considered is whether the possible rewards match the dangers, difficulties and expense involved. Players can expect a reduced reward if they fail to solve problems, but having worked hard to find their only recompense doesn't even pay for the ammunition used may lead to thoughts of grievous bodily harm on the person of the referee. Only in campaign play should 'lean' periods be considered. Make sure also that player-characters are suited to the situation, particularly with regard to skills required. There is no need to go overboard about this – no player can expect that every skill he possess will prove useful each time he plays. Players can however expect a fighting chance. This applies overall; facing players with impossible situations will only leave everyone frustrated. There is no necessity for a solution to be easy, but it must be possible.

BACKGROUND

It is unlikely that you will be the master of every skill required in *Traveller.* A background in science fiction and fact is required to play and referee the game well. The referee needs to keep the game universe as consistent and realistic as possible, and this often entails areas of science with which you are unfamiliar. Two general references I use in this respect – apart from the usual things like a good dictionary and encyclopaedia – are Asimov's *Guide to Science* (2 vols, Pelican) and *Chambers Dictionary of Science and Technology* (2 vols, Chambers). For dealing with the social side of planetary affairs a good historical grounding is invaluable.

SUMMARY

To sum up then, the essentials when considering whether an idea will make a good adventure are:

1: Will the adventure stand up as worthwhile; is there enough interest in the situation? Is the idea sufficiently, or apparently, dissimilar to previous recent adventures?
2: Can the referee cope with the background preparation required and the subject matter involved, and the possible directions players may take?
3: Does the situation fit into the time frame envisaged, and is there a possibility of a further playing session if it overruns?
4: Are players' likely rewards commensurate with the risks involved?
5: Are player-characters' skills at least reasonably matched to the tasks they might have to undertake?

I hope this is of some interest to budding *Traveller* referees and, will give some appreciation of all the work that goes into producing an adventure. I am aware that I have not dealt with the details of the process, which is a subject that I shall treat in a future issue. For now, good travelling.

TREASURE CHEST

TREASURE CHEST is open for contributions relating to D&D additional rules, character classes, magic systems, objects, tricks and traps etc.

This issue, we present a collection of the bric-a-brac found in most dungeons — those ubiquitous. . .

ODD ITEMS

SNAKE CHARMER
by Ian Livingstone

This is a 12" flute made of brass. When played, it has the ability to transfix any type of snake including giant snakes within a 15' radius.

JAR OF JELLIED STIRGE REPELLENT
by Ian Livingstone

This red jelly is always found in small yellow jars. The contents are sufficient to protect six people from attack from stirges, and the effect will last for 24 hours.

SLIPPERY ROPE
by Jim Dwyer

This rope appears as normal rope. However, as soon as it is stressed, e.g. an adventurer uses it to lower himself down a pit, a special property is activated which makes it impossible for the adventurer to hold on to it, and he will fall (damage depending on height of fall). Assassins will sometimes pay a fair price for slippery rope.

WINDBAG
by Allen Ripley

In appearance, a windbag resembles a balloon only it is made of stretched wyvern bladder. When popped it will release a gas which will give 1d12 damage to any humanoid creature within 15' radius and send them to sleep (effect and saving throw as per spell). Of course it can only be used once, and it is advisable to pop the windbag with an arrow from a safe distance.

LOTION OF UNDEAD REPULSION
by Stephen Mills

This vile-smelling jelly is sold only by a few select alchemists; it contains garlic, cat-mint, and other revolting substances known only to them.

For the concoction to have its full effect, it must be rubbed deep into the skin all over the body. There, it reacts with sweat to release an aroma which undead hate; it has the same effect as a 3rd level cleric trying to turn them. Two days after the application, the lotion is only as effective as a 2nd level cleric, and after a week it wears off completely.

The lotion is so malodorous that any creature with a sense of smell is warned of the party's approach. People accompanying the user are disgusted and nauseated by the continuing stench, and the user will lose all sense of smell (after first being sick a few times).

There is only one creature which likes the smell of this stuff; the withra (WD 7), which will try to lick the lotion off the user. This is impossible under normal circumstances, and unfortunately the lotion negates the withra's level raising ability.

WHISTLE OF PIG CALLING
by Ian Livingstone

The whistle is made of ebony and can produce two notes. If the whistle is blown and each note is repeated five times consecutively, then all wild boars, giant boars and warthogs together with farmyard pigs within a ¼ mile radius will charge to the whistler (and fellow adventurers) and surround him for 6 turns, but will not attack. The dubious use of this whistle should be seen as a defensive measure — by surrounding yourself with pigs, that umber hulk might not be able to reach you!

WATER WINGS
by Allen Ripley

Water wings are small and silver-feathered. They will only work if the wearer makes contact with water during the entire flight, e.g. it would be possible to use them to fly across a lake if the wearer trails his feet through the water, but risk the monsters of the deep. A crash will occur the instant contact is lost.

ANTACID
by John Graham

Antacid is a colourless liquid usually found in small green bottles. It has a neutralising effect against acid, such as that produced by a giant slug. Once the bottle is opened, the user should use it all up as contact with air will make antacid useless after 2 hours.

OPHELLA'S SCENT
by Ian R. Marsh

Sold in small crystal bottles under various trade names, this scent has a very appealing smell. It is a translucent golden colour and is usually found in expensive looking boxes. If applied as a perfume or lotion, it has the effect of attracting male rust monsters in a 120' radius, being more effective in this than an iron smelter.

DOUBLE-HEADER
by Jack Mulhauser

This resembles an ordinary gold piece, but has a head on both sides. There are obvious opportunities to cheat a dull creature with this item.

OINTMENT OF INFLAMMATION
by Ian R. Marsh

Found in 2 oz. ceramic pots, this ointment is often tinted in appearance. On application to the skin it seems soothing, but after an hour or so irritation results, with the whole of the area to which the ointment was applied becoming red and sore. Effects last for 2—3 days.

NOSEPLUGS OF AMPLIFICATION
by Ian R. Marsh

Found in parchment packets with instructions for use, these nose plugs are slightly porous; if blown through hard — e.g. character sneezes whilst wearing them — the noise is amplified, and curious monsters appear from surrounding doors.

BEETLEBRUSH
by Ian R. Marsh

Appears to be an approximately hand-sized beetle made from enamelled copper, bearing a curious resemblance to various scarabs. It is often found inside metal containers (to protect it) which have screw tops. If the wing cases are pressed, its true nature is revealed — bristles spring out for use as a hairbrush.

Next issue Treasure Chest *will feature* **Spells** *of any level for magic users, clerics, druids, or illusionists. Spells submitted should be in the standard AD&D format, with name, type range, duration, area of effect, components, casting time, and saving throw in addition to a description.*

CONVERSION

A New Clerical Ability

by Roger Musson

It has been remarked before now that venturing down dungeons, treasure-seeking and killing monsters is a very strange activity for a man of God. Clerics tend to behave in a not-very-clerical fashion in *D&D,* except when actually casting spells or turning undead, and any attempt at any experience point system that is based purely on class-related activities tends to get into difficulties over the matter of clerics. The following proposal is, I hope, one way of getting over the problem, and making clerics a little more colourful. However, I will admit that what follows is a basic plan rather than a fully worked-out and tested system. In the following text, by the way, the word "cleric" should always be taken as meaning any clerical class, certainly including paladins, and to a lesser extent monks.

My basic premise is that clerics have no great wish to kill, but rather to convert their enemies to the One True Faith. This certainly ought to be the main aim of any paladin (consider Sir Galahad); the only time I have seen a paladin played really well was a certain character who used to apologise to monsters before killing them, that he was truly sorry they wouldn't listen to reason, and that they really left him no alternative but to remove their heads. Therefore:

1: Clerics may, at any time, attempt to convert a monster or non-player-character to their own alignment and religion. They may also attempt to convert other clerics.

2: Whether the intended convert wishes to listen to the cleric's casuistry is another matter. If a cleric boldly walks into an ogre's lair and greets him with "Good Evening, I wonder if I could interest you in the One True Faith" he may simply get his head bashed in. In any situation, the DM must determine the likelihood of the cleric getting any sort of audience, and this will probably depend to a high degree on charisma. However there is no reason why a cleric should not attempt conversion in circumstances where he has definitely not got the upper hand; for instance, if a party had been captured, and were chained up in a cell, a cleric in the party could always deliver a homily to the jailor, who might well be bored enough to listen.

3: The conversion procedure is rather like combat, consisting of an indefinite number of rounds in which each side attempts to score points off their opponent. Think of it as argument and refutation tossed to and fro. In each round, both sides throw for initiative in the usual way for combat; highest throw speaks first, and throws 1d20. To score, he must roll higher than his opponent's wisdom. Then the other side throws in the same manner, etc. Applicable die-roll modifiers are as follows: clerics add one to their roll for each experience level above first; non-clerics add one to their roll for every two hit dice. Clerics and non-clerics alike may both add one to their die-rolls if they have charisma in excess of 15.

4: When one side or the other has scored a total of six points, the argument is over and that side has won. If the winner is the cleric, the loser immediately changes alignment to that of the cleric. This change is permanent in the case of humans; in the case of chaotic non-humans, the force of the cleric's arguments may wear off with time. In the case of Chaos converted to Law, the convert will feel grateful to the cleric for opening his eyes, but when Law is converted to Chaos, despondency is likely to override any gratitude.

5: The argument may be curtailed before coming to its conclusion, either by outside interruption (in which case the argument ceases without effect on either side), or by the withdrawal of the cleric (if he's making heavy weather of it). In the latter instance, the cleric is subject to certain penalties according to the number of points his opponent has scored against him (how many points he himself has scored has no effect). The penalties are as follows:

Points scored against cleric	Penalty
1	No effect
2	No effect
3	Experience points reduced to minimum for level
4	Loss of one level
5	Loss of one level plus disillusionment
6	Conversion or total disillusionment

A cleric who suffers disillusionment may use none of his clerical powers until he has performed some severe penance. A cleric losing six points to another cleric is converted to the other cleric's faith; if he loses to a non-cleric he suffers total disillusionment, loses his clerical powers, and may never enlist in the service of the same god again; to regain clerical abilities he must find some other religion of a different alignment to his previous one. Experience point loss in such a case is at the discretion of the DM.

6: When two clerics debate with one another, neither may withdraw voluntarily from the argument.

7: If a cleric tries to convert a group of monsters, the group will respond as the wisest member of the group. If the wisest member is converted, the whole group will be converted. If two clerics of the same religion wish to combine forces in an argument, only the wisest of the two will actually have any effect.

8: Members of the cleric's party should not be allowed to interrupt a debate whenever their cleric is losing; they should be considered to be entranced by the exchange of theological niceties, unless some outside interruption (wandering monsters, etc) occurs.

9: Intelligence is not considered to affect the debate; though the less intelligent may be less able to refute clever sophistries, they are also less able to understand them, and therefore less likely to be swayed by them. However, there is a lesser likelihood of creatures of lowish intelligence joining a debate in the first place. And no, you may *not* try and convert an ochre jelly!

Other points: for the calculation of a monster's wisdom, I'm afraid you must fall back on your own resources, but I think a basic range of 3–18 with a few modifiers should be sufficient most of the time. Players who traffic in very high-level characters (anything above tenth) should scale down the die-roll modifiers for debates. Note that monsters converted to Law will not just give up their treasure on that account, and if they are lawful, other lawfuls (in the party) can't attack them for it. Give clerics experience points for converting and not killing creatures, and you should get a nice clash of interests within a party, always a thing to spice the game up a bit.

Obviously, some monsters are totally unsusceptable to conversion; undead, for instance. But the prospect of converting a roomful of goblins to Reformed Calvinism ought to appeal to all those with a fondness for clericism . . .

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Games: D&D, all FRP
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St Annes Fantasy Role-Playing Society
Games: D&D, any other FRP
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A 26pp bi-monthly D&D magazine. A4 litho-printed. Includes discussions, ideas, monsters and a dungeon/wilderness each issue. Issue 5 out now: 45p inc p&p. Contact Andreas Sarker, 22 Applegarth Avenue, Guildford, Surrey (Guildford 32249). Contributions welcome.

Wanted
White Dwarf Number Four, and Journal of the Traveller's Aid Society Number One; ANNIC NOVA. TOP PRICES PAID! Randall Solo, 5710A Dutch Mill Ct., Hanover Park, Illinois, U.S.A., 60103.

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Players wanted to form group in S.W. London. Any standard. Contact Matt Lane, 66 Tremadoc Road, Clapham North, London SW4. (Tel: 622 7186 evenings).

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Players needed with reasonable experience for group. Contact C. Turnbull, 86 Hayes Lane, Timperley, Altrincham, Cheshire (Tel: 969 0867).

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Players needed urgently. Contact Iain Mcghee, 43 Watson Ave., Linwood, Renfrewshire. (Tel: 50 23845).

Wanted
White Dwarf Nos. 4 & 13. Please phone Simon Townsend at Epsom 27793.

FRP Barnstaple
Any players (especially AD&D) in North Devon area please contact Robin or Lynn, 31 Tamar Road, Chivenor, Barnstaple, North Devon (Braunton 813984 home or Braunton 813664 Ext 394 office hours) and ask for Robin Allen.

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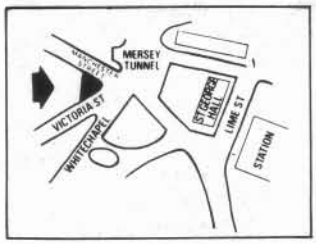

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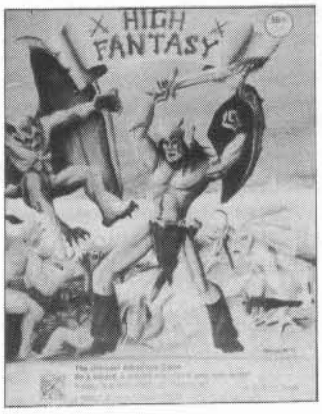

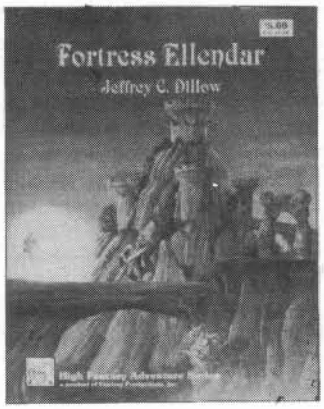

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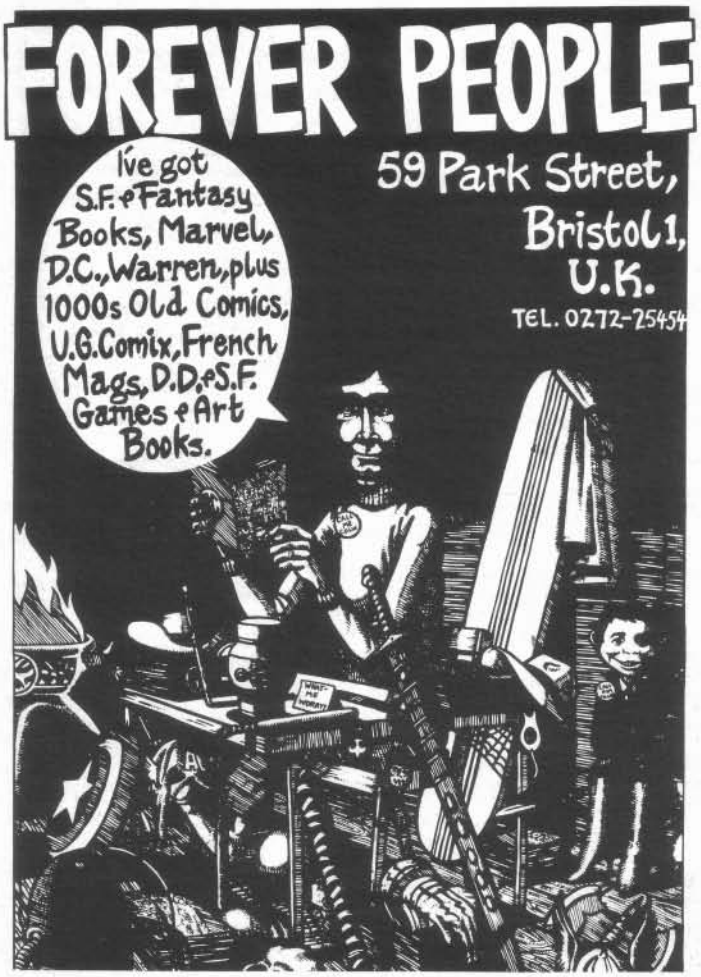

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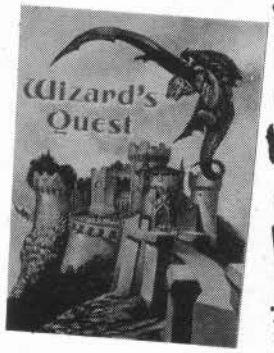

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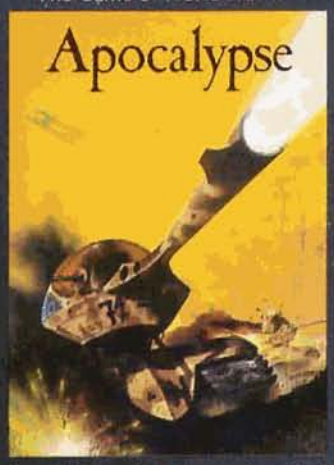
The Game of World War III

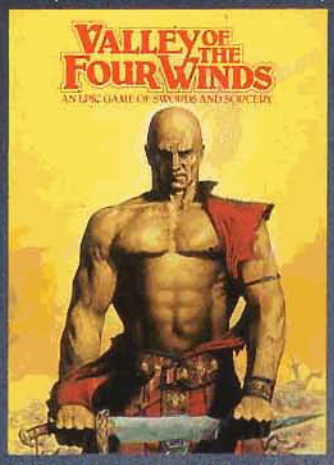


Apocalypse is a game for 2–4 players set in an age of nuclear warfare. Each player must use armies, nuclear missiles, diplomacy and strategy to expand his empire while devastating others. This, plus the unique combat system, ensures that the game is excitingly different every time you play it.
(**Apocalypse** is the game formerly known as **Warlord**.)

Launch 002:
DOCTOR WHO
The Game of Time and Space

Doctor Who is a 2–6 player game based on the classic BBC TV series. Each player, as a different incarnation of Doctor Who, must search the galaxy for the Key of Chronos. Daleks, Cybermen and other aliens protect the Key; but with the help of his scientific know-how and assistants, each Doctor must fight the aliens, and maybe each other, in their struggle to save the galaxy.

Launch 003:
VALLEY OF THE FOUR WINDS
An Epic Game of Swords & Sorcery



Valley of the Four Winds is a 2-player adventure game based on the story serialised in *White Dwarf* magazine. Set in a world of magic and monsters, it is a struggle between the forces of good and evil. Each player must seek the aid of independent forces to help destroy the other. Will Hero rid Farrondil of the Wind Demon, or will the skeletons overrun the city?

Launch 004:
WARLOCK
The Game of Duelling Wizards

Warlock is a 2–6 player game of wizards doing battle in an arcane arena to earn the title of Warlock. As a wizard, you will have mighty spells to cast: turn your opponents to stone, suck them into the void, or send in trolls against them, and, if the going gets tough, try to escape on a winged chariot – if you can. Remember, only one wizard will survive . . .

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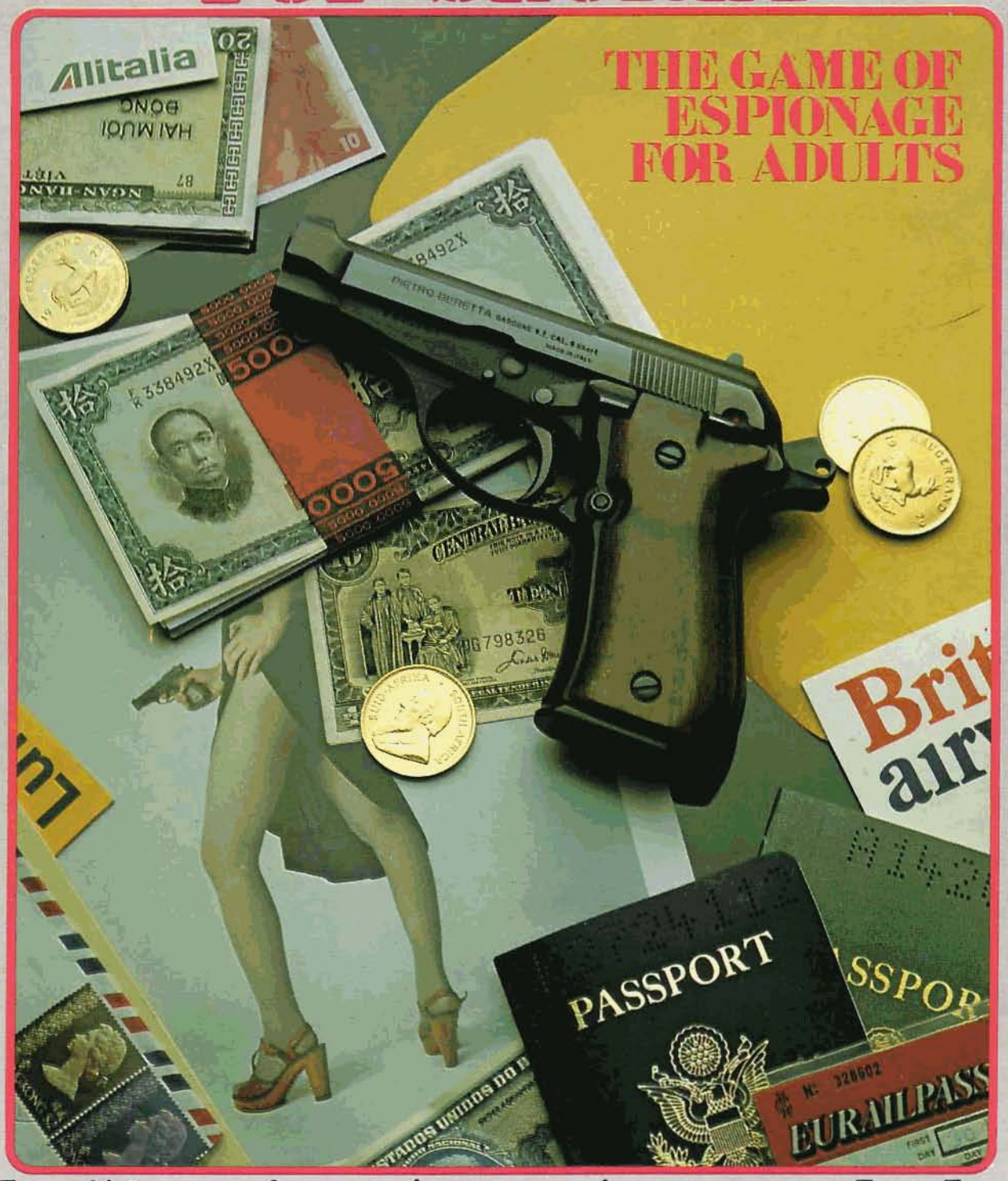

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